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GO WORLD

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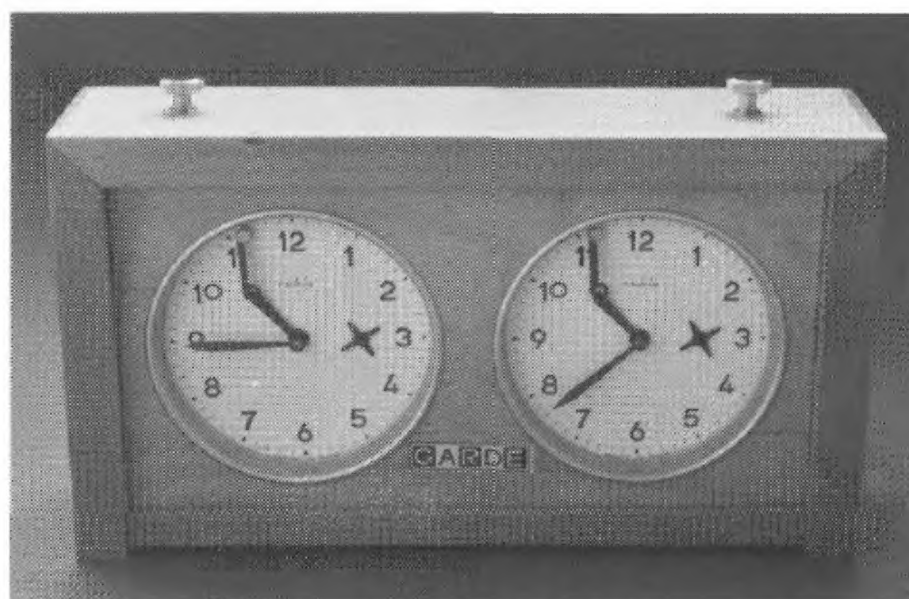
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The cover: A print by Osai Fusatane (published in 1881), entitled 'Portrait of the Floating World in Full Bloom'. It depicts a famous courtesan of the pleasure district and shows that playing go was numbered among the accomplishments of a geisha. The poem reads: 'If only I could escape from this painful world and become a flower arranged by the hands of my beloved.' *Collection of Tanaka Fumio.*

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1984 Tournament Go

Below we present our annual round-up of the previous year's tournament scene.

Kido Prizes for 1984

In its March 1985 issue, 'Kido' announced the following prizes for the outstanding players of 1984. The selections were made by a committee of go journalists.

1. The outstanding player of the year: Cho Chikun, for defending his Kisei and Meijin titles.

2. The highest number of wins (7-dan and up): Kobayashi Koichi (38 wins, 17 losses).

3. Best winning percentage (7-dan and up, minimum 24 games): Kuwata Yasuaki 8-dan (22 wins, 6 losses: 78.6%).

4. Most consecutive wins (7-dan and up): Kuwata (13 in a row).

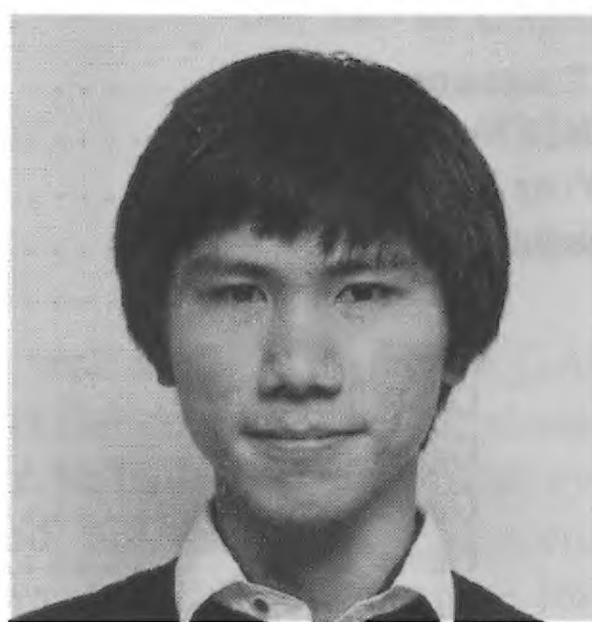
5. The special merit prize: Kobayashi Koichi (for winning the Judan title).

6. The fighting spirit prize: Yamashiro Hiroshi (for winning places in both leagues and becoming Oza challenger) and Yoda Norimoto (entering the Meijin league at the age of 18).

7. The prize for technique: Ohira Shuzo (for his comeback to the Meijin league after an 18-year absence).

8. The outstanding woman player: Kusunoki Mitsuko 7-dan (although she lost the Women's Honinbo title, she won the Women's Kakusei Cup and, with 19 wins to 14 losses, had the best record of any woman player).

9. The 'new face' prize: O Meien 6-dan, the oldest of the three O brothers from Taiwan, who reached the playoff of the Losers' Section of the Judan title and also did well in other tournaments.



O Meien 6-dan

(Second place in the vote went to Michael Redmond, who won all 12 of his oteai games last year and also had the best winning percentage of any professional.)

Cho Wins 22nd Shusai Prize

For the fourth time in five years, Cho won the Shusai Prize, which is awarded to the outstanding player of the year. He is drawing close to Rin's record of five Shusai prizes (they are followed by Sakata, Kato and Ishida Yoshio, with three each).

1984 in Statistics

Top ten prize-winners

1. Cho Chikun: ¥66,683,000 (approx. \$270,000)
2. Rin Kaiho: ¥38,800,000
3. Otake Hideo: ¥29,835,000
4. Kobayashi Koichi: ¥28,736,500
5. Kato Masao: ¥23,751,000
6. Awaji Shuzo: ¥15,346,200
7. Ishida Yoshio: ¥15,171,000
8. Takemiya Masaki: ¥14,656,000
9. Sakata Eio: ¥14,007,000
10. Kobayashi Satoru: ¥12,836,500

Highest number of wins (7-dan and up)

1. Kobayashi Koichi: 38-17
2. Kobayashi Satoru: 36-17
3. O Rissei: 32-10
4. Otake: 31-20
5. Takemiya: 30-12
6. Yamashiro: 29-15-1 jigo
7. Kato: 28-19
8. Cho, Awaji: both 27-19
10. Hane: 23-12



Kusunoki 7-dan



Kuwata 7-dan

Best winning percentage (7-dan and up)

1. Kuwata: 78.6% (22-6)
2. Ohira: 77.8% (21-6)
3. O Rissei: 76.2% (32-10)
4. Sakaguchi Ryuzo 9-dan: 75% (18-6)
5. Nakamura Hidehito: 73.1% (19-7)
6. Kamimura Haruo 8-dan: 72.2% (19-7-1 jigo)
7. Takemiya Masaki: 71.4%
8. Kanashima Tadashi 8-dan: 71% (22-9)
9. Kobayashi Koichi: 69.1%
10. Haruyama Isamu 9-dan: 68% (17-8)

Outstanding results by players 6-dan and below

1. O Meien: 33-9-1 jigo (77.9%)
2. Hikosaka Naoto 6-dan: 32-11 (74.4%)
3. Yoda Norimoto: 29-9 (76.3%)
- Goto Shungo 5-dan: 29-9 (76.3%)
5. Ishikura Noboru 5-dan: 28-11 (71.8%)
6. Onda Yasuhiko 4-dan: 27-13 (67.5%)
7. Muramatsu Ryuji 4-dan: 25-7-1 jigo (77.3%)
8. Michael Redmond: 23-5 (82.1%)

Kansai Ki-in Prizes for 1984

1. Outstanding player prize: not awarded (for the third year in a row).
2. The Risen Prize: Honda Kuniyisa 9-dan, for winning the 31st NHK Cup (results for the year 25-9).
3. The Dogen Prize: Imamura Toshiya 7-dan, for winning the 9th Shinjin-O title and the 15th New Stars tournament (results 37-10).
4. The 'New Face' Prize: Yokota Shigeki 3-dan, for winning the bottom section of the oteai (results 15-5).
5. Most consecutive wins: Imamura Toshiya (13).

1984 Go Diary

January

- 1-2: 1984 London Go Open won by N. Hosokawa, Macfadyen 2nd, Moussa 3rd. The Acornsoft Computer Go Tournament (first in the world?) won by Bronislaw Przybyla.
- 9: Cho Hun-hyen defends Korean Chaigowi title against Suh Bong-soo 8-dan 3-0. During January Cho also defended the Daewang and Kuk-soo titles.
- Dutch Ch'ship won by Schlemper (6-0), 2nd Gilles van Eeden (5-1).

February

- 20: Honda Kuniyisa (Kansai Ki-in) wins 31st NHK Cup.
- 24: Go Seigen's retirement party.
- 27: Otake wins 6th Kakusei tournament.
- 29: Kataoka Tengen beats Suh 8-dan of Korea in TV haya-go.
- Prague Handicap Tournament won by Tibor Pocsai of Budapest.

March

- 3: Cho Chikun wins 3rd NEC Cup.
- 6: Cho Hun-hyen defends Paewang title 3-0 against Suh.
- 8: Cho defends Kisei 4-2 against Rin.
- 10: Ishida wins 16th Haya-go Ch'ship.
- 17-25: Shuko's 4th private tour of China.
- 31: Takagawa Shukaku retires.
- French Open Go Ch'ship won by Yang Chol-jung, 2nd Andre Moussa.
- Austrian Ch'ship won by Hasibeder.

April

- 1: Ishida Yoshio beats Suh 8-dan in TV haya-go.
- 10-13: 6th WAGC won by Wang of China.
- 13-15: British Go Congress: 1st Jon Diamond, 2nd Jim Barty (both scored 5/6).
- 18: Kobayashi Koichi wins 22nd Judan, defeating Kato 3-2.

May

- 22-12 June: 12th Japan-China Go Exchange. Japan defeats touring Chinese team 33-22.
- 26-29: Stacey wins British Challengers Tournament.
- Yugoslav Ch'ship won by Mutabzija.
- 31-3 June: 13th Amsterdam Go Tournament: 1st place a tie between Yoo and Moussa.

June

- 5: Cho Hun-hyen defends Kuk-gi title 3-1 against Suh.
- 16-17: 1st Donau Pokal Go Tournament won by Krems team.
- 28-29: Rin defends Honinbo 4-1 against Awaji.
- 30: 15th New Stars won by Imamura 6-dan.

July

- 13-18: 1st World Youth Wei-ch'i Ch'ship held in Taipei, won by Kim of Korea.
- 14-16: Murakami wins 24th Amateur Best Ten
- 18: Redmond promoted to 4-dan.
- 21-4 August: 28th European Go Congress held in Porrentruy, Switzerland. 1st Hong of Korea, 2nd Yoo of Korea/Germany, 3rd Macfadyen (U.K.).

August

- 15: Otake defends Gosei 3-1 against Kato.
- 16-19: N.Z. Ch'ship won by Barry Phease.
- 22-26: Czech Ch'ship won by Winkelhofer.
- 30: Kobayashi Satoru defeats Takemiya to win 2nd Stage of 9th Kisei.

September

- 1-2: U.S. Ch'ships. Sang Mo Suh wins Westerns, Jong Ki Kim wins Easterns.
- 1-2: Australian Ch'ships won by Dae Hahn.
- 2: Kikuchi wins 30th Amateur Honinbo.
- 6: 9th Shinjin-O won by Imamura.
- 15-16: 5th La Chaux-de-Fonds International Tournament won by Andre Moussa.
- 17: 6th Women's Kakusei won by Kusunoki.
- 26: Honda Sachiko wins 3rd Women's Honinbo.

October

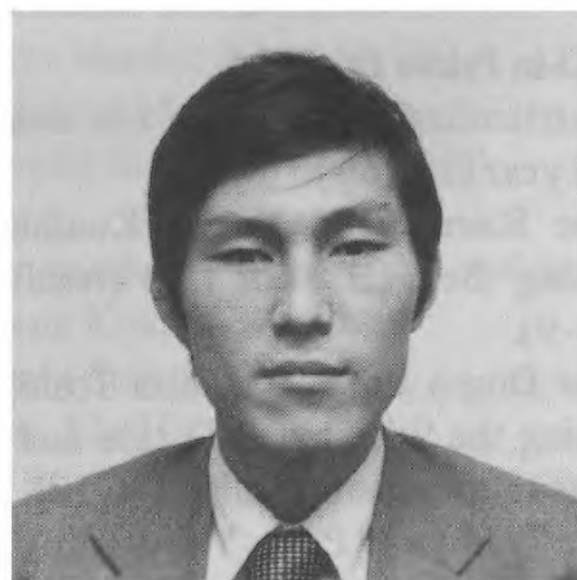
- Suh beats Kim to become U.S. Champion.
- 6-8: Canadian National Go Tournament won by June Ki Beck, 2nd Myung Chul Shin.
- 12-14: Spanish Go Ch'ship won by de la Banda.
- 13: 1st British Junior Ch'ships.
- 13-14: Swedish WAGC Qualifying Tournament won by von Arnold.
- 19: Kato defends 32nd Oza 3-0 against Yamashiro.
- 19-21: Danish Ch'ship won by Stig Tjur.
- 22: Kikuchi wins 8th Nihon Ki-in Amateur Ch'ship.
- 25: Sonoda wins 28th Kansai Ki-in No. One Position.

November

- 1-4: Polish Candidates Tournament won by Leszek Soldan.
- 4: Paris Meijin won by Jerome Hubert.
- 9: Japan beats Korea 3-1 in match held at Korean Ki-in (Cho Hun-hyen of Korea beats Rin, Kato beats Suh).
- 12: Yamashiro wins 25th Okan (Crown) title.
- 15: Cho defends 9th Meijin title 4-3 against Otake.
- 17: Macfadyen defends British Ch'ship 3-0 against Stacey.
- 22 - 9 December: Chinese National Ch'ships won by Ma Xiaochun (2nd Nie Weiping, 3rd Liu). Women's Ch'ship won by Kung Shangming.
- 24-25: International Friendship Tournament held in Los Angeles.
- 18th Korean Amateur Ch'ship won by Kim Chul-jung.
- Swiss Ch'ship won by Gosteli.
- Argentine WAGC Qualifying Tournament won by Pernia.

December

- 9: Leon Diner wins Mexican Ch'ship.
- 11: Cho Hun-hyen defends Myungin title 3-1 against Suh.
- 15-16: Norwegian WAGC Playoff won by Dag Belsnes.
- 17: Ishida Yoshio wins 10th Tengen, defeating Kataoka 3-1.
- 20: Takemiya defeats Kobayashi Koichi 2-1 to become Kisei challenger.
- Charles Huh of Seattle defeats Yong Kwon of N.Y. to become U.S. WAGC representative.



A very successful year for Cho Hun-hyen, who almost monopolized the Korean professional titles.

Go World News

Takemiya Leads Rin in Honinbo Title

Takemiya was not cast down for long by his setback in the Kisei title — he bounced back to win a league playoff for the right to challenge Rin for the Honinbo title and then swept to a commanding 3–1 lead in the title match. Best of all, his fans have been encouraged to see that he has continued to play the adventurous large-moyo strategy that made this year's Kisei title so exciting. Rin is every bit as tough an opponent as Cho, but Takemiya seems to be in even better form than in the Kisei match. He is now on the point of becoming the first player ever to make a second comeback to the title (he won it in 1976 and 1980).

In the league, Takemiya ended in a tie for 1st place with Kobayashi Koichi, but he won the playoff held on 2 May. Of the other players, Kataoka and Awaji retained their places in the league, the latter prevailing over Yamashiro because of his higher ranking in the league.

Late news. The sixth game, played on 26 and 27 June, was won by Takemiya, so he is now the Honinbo again.

Kudo to Challenge Otake Gosei

Kudo Norio 9-dan (age 44) earned the right to challenge for the Gosei title by defeating Rin Kaiho in the playoff held on 10 June. Kudo won the 25th Oza title in 1977 by defeating Cho Chikun, but he lost it the following year to Ishida Yoshio. To win the second title of his



Kudo Norio, Gosei challenger

career, he will have to defeat the incumbent, Otake Hideo. Kudo is a solid player who has taken part in three Meijin leagues and one Honinbo league, but he goes into the title match bearing a heavy psychological burden: he has lost his last 12 games against Otake.

Kobayashi and Kato Tied in Meijin League

When Kato beat Kobayashi in their Meijin league game played on 25 April, he seemed to have disposed of his main rival, but two league games played on 13 June upset his calculations. In one, Kobayashi beat Otake to go to 5–1, and in the other Ohira gave him a helping hand by

40th Honinbo League (as of 18 April 1985)

Rank	Name	A	T	I	Y	K.K.	K.S.	Kada	S	Score	Place
1	Awaji	—	0	1	0	0	0	1	1	3–4	4
2	Takemiya	1	—	1	0	1	1	1	1	6–1	1
3	Iwata	0	0	—	1	0	1	0	0	2–5	—
4	Yamashiro	1	1	0	—	0	0	1	0	3–4	—
5	Kobayashi K.	1	0	1	1	—	1	1	1	6–1	1
5	Kataoka S.	1	0	0	1	0	—	1	1	4–3	3
5	Kada	0	0	1	0	0	0	—	1	2–5	—
5	Shiraishi	0	0	1	1	0	0	0	—	2–5	—

Note: the players are ranked according to their results in the previous league.

10th Meijin League (as of 4 July 1985)

Rank	Name	O	K.K.	I	T	R	K.M.	O	Ya	Yo	Score
1	Otake	—	0	1	1	0		1		1	4 — 2
2	Kobayashi K.	1	—	1	1	1	0	1			5 — 1
3	Ishida A.	0	0	—		1	0	1	1	1	4 — 3
4	Takagi	0	0		—	0	0	1	0	1	2 — 5
5	Rin Kaiho	1	0	0	1	—		1	1		4 — 2
6	Kato		1	1	1		—	0	1	1	5 — 1
7	Ohira	0	0	0	0	0	1	—	0	1	2 — 6
7	Yamashiro			0	1	0	0	1	—	0	2 — 4
7	Yoda	0		0	0		0	0	1	—	1 — 5

Note: the players are ranked according to their results in the previous league.

beating Kato, who thus dropped out of the sole lead. If anything, Kobayashi must now be the favourite, as he has already met his toughest opponents while Kato still has to get past Otake and Rin in the final rounds. We would like to go on record, however, as not ruling out Otake, as we foolishly did last year, for theoretically he could still end up as the challenger (as also could Rin).

NEC Japan-China Super Go: Kobayashi Koichi Stops the Rout

To the great relief of Japanese go fans, a stop has finally been put to the triumphant progress of Jiang Zhu-jiu (formerly spelt Chiang Chu-chiu in GW — we have belatedly switched to the official Pinyin romanization). After taking the Chinese to an almost overwhelming 5—1 lead in this knockout team tournament, Jiang met his match in the shape of Kobayashi Koichi, who has never lost to a mainland Chinese player. Kobayashi went on to defeat Shao and Qian (Ch'ien), so on 4—5 the Japanese have almost drawn level. However, the top four Chinese players are still to come.

Japan Tour of China

A Japanese team led by Sakata Eio has just completed a tour of China and has scored the worst result to date of any Japanese touring team, being the first to fail to score a majority of wins. Actually, with four of the seven matches played and a progress score of 11 wins to 18 losses, the team seemed to be headed for a disastrous defeat, but it rallied in the final three matches and managed to scrape through

with a tie of 26 wins to 26 losses.

Although it included no current title-holders, the Japanese team was hardly a weak one — all its members were players who have been doing well recently. Besides Sakata (who only played in four of the seven matches as he has been in semi-retirement for the last year), the team consisted of Honda Kunihiisa, Ushinohama Satsuo, Sakai Takeshi, Ishida Akira, Awaji Shuzo (all 9-dan), Kuwata Yasuaki 8-dan, and Kamimura Haruo 8-dan. The feature of the tour was the best-of-three personal matches played over the first three matches of the tour. The Japanese were only able to win one of these, losing five and drawing one. The sole win was picked up by Sakai, whose record for the tour was 6—1 (the only other member of the team to win a majority of his games was Kamimura). The common reaction of the team, from Sakata down, was anxiety that Japan might finally be on the point of being overtaken by the Chinese. (A report on the tour with games will be given in a later issue).

Wang of China Wins 7th World Amateur Go Championship

It will come as no surprise to our readers to hear that yet again, for the sixth time in seven years, the Chinese have proved themselves to be almost unbeatable at the amateur level. The Chinese representative Wang Jian-hong (who came 17th in the Chinese championship last year) has upheld his country's honour and taken first place in the 7th WAGC, held in Tokyo from 21—24 May. Wang scored a perfect record of

seven wins in the modified Swiss tournament to triumph over the large field of 32 players from 31 countries (a second Japanese player took part when the Romanian representative failed to arrive). Actually, his strongest opposition came from the Hong Kong representative Chan Ka Yui, who has played twice in this tournament representing China (then known as Ch'en Chai-jui, he took 3rd place in the 1st WAGC and 2nd in the 2nd WAGC). Chan lost his encounter with Wang and so once again had to be content with 2nd place. Even more disappointed was Kikuchi Yasuro of Japan who, despite his determination to redeem the host country's honour, lost to both Wang and Chan and so was forced into 3rd place. Kikuchi headed a group of players on 5 points; after SOS was used to break the tie, the order was:

4th: Perng of Chinese Taipei (which was admitted to the International Go Federation the day before the tournament began)

5th: Charles Huh (U.S.)

6th: Andre Moussa (France)

Heading the group on 4 points were:

7th: Kim Chul-jung (Korea)

8th: David Schoffel (West Germany)

9th: Tibor Pocsai (Hungary), Watanabe Keiko (Japan).

The 8th WAGC will be held in Tokyo in May 1986.

Schlemper Wins 1985 Dutch Championship

Ronald Schlemper has won the Dutch Cham-

pionship played in January, with the same perfect record of six wins as last year. Second place was taken by Frank Janssen on 4-2; 3rd was Arend-Jan Westhoff and 4th Rene Aaij, both also on 4-2.

News in Brief

10th Kisei Tournament

Winners of the top dan sections are:

6-dan: Hikosaka beat Ito Makoto (15 May).

7-dan: Miyazawa Goro beat Kataoka (16 May).

8-dan: Kamimura Haruo beat Saijo (23 May).

9-dan: Hane beat Kato (20 June).

China v. Korea in California

The first match ever between Chinese and Korean professionals was held in California in late March and April this year. Honours were even in a clash between the top players of each country, with Cho Hun-hyen 9-dan of Korea defeating Nie Wei-ping of China on 31 March but losing the second game on 6 April. Kim In 9-dan of Korea also beat Nie in a game played on 9 April. We hope to publish the games in a later issue.

Rin Beats Cho Hun-hyen

In a 'return match', played on April 20 this year, Rin Kaiho took revenge against Cho Hun-hyen for his defeat by the latter in November last year in the 1st Japan-Korea match (see 'Ranka'). This time the occasion was a game between the Japanese Haya-go winner and the Korean Haya-go champion.

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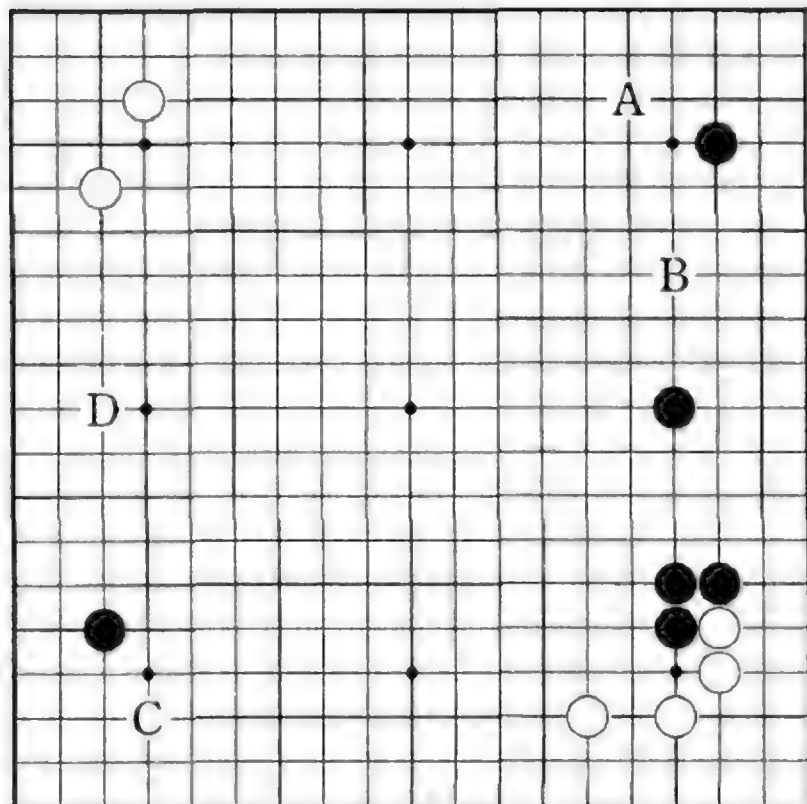
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Test Your Rating

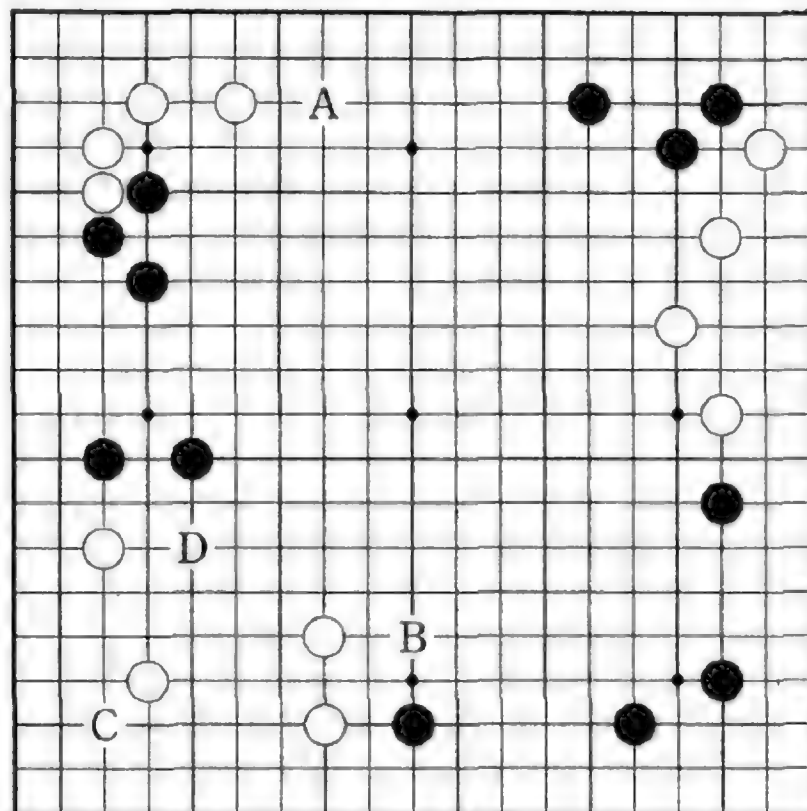
The problems below are designed to test your rating. On the basis of the results, you should be able to establish your rank, on a scale from 9-kyu to 1-dan. A 90% score is required to qualify for 1-dan. The fuseki and middle game problems test your strategic grasp of the game, the other problems your reading ability. Ideally, you should be able to do the problems in your head, without laying the positions out on a go board. This test is taken from the Nihon Ki-in magazine 'Let's Go'.

A. Fuseki Problems

In each of the problems below, pick the best move from among A to D.



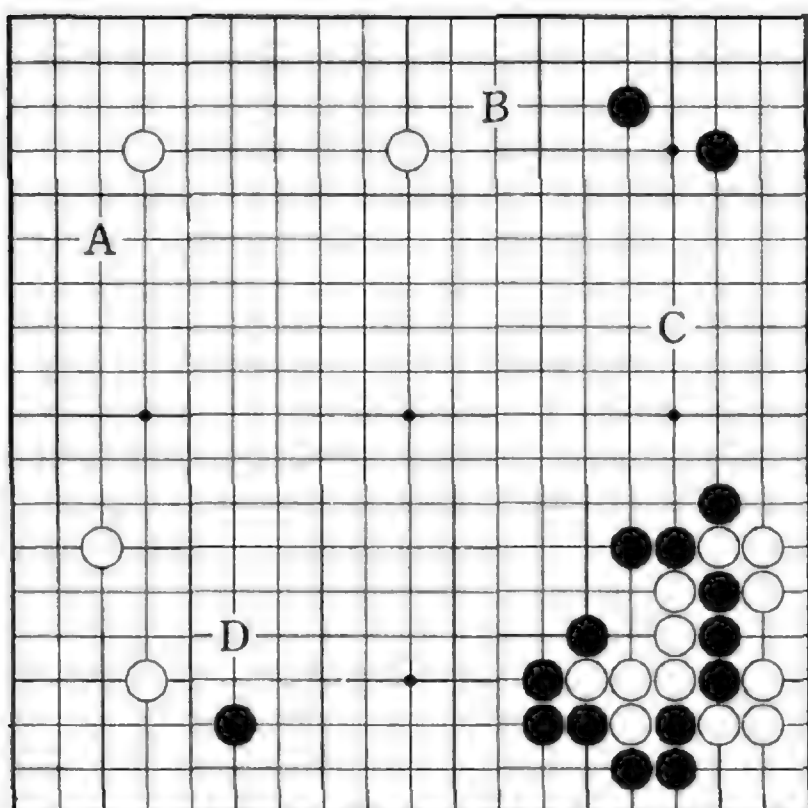
Problem 1: Black to play



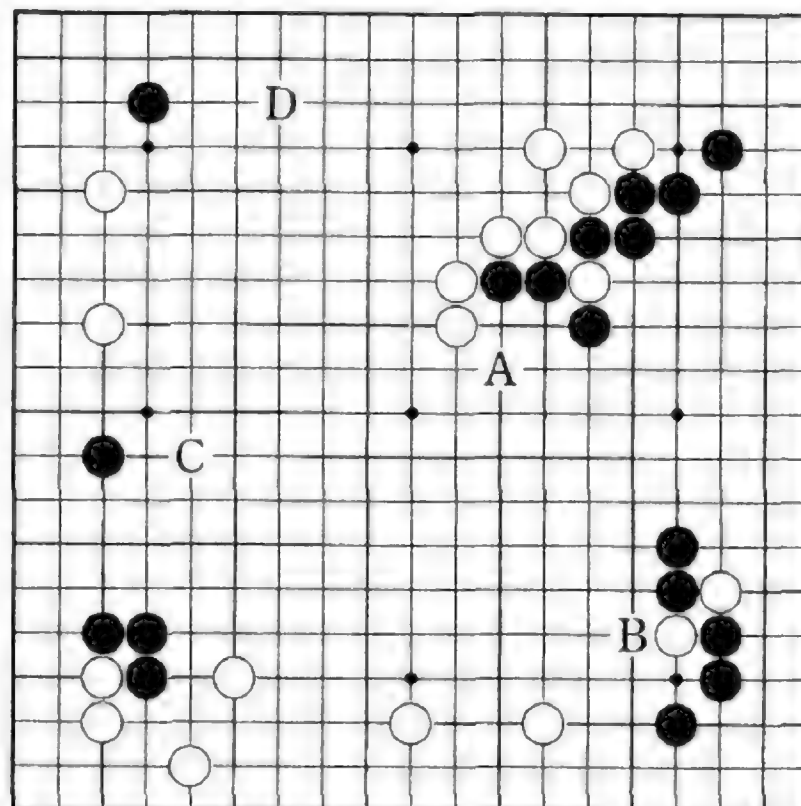
Problem 3: Black to play

B. Middle Game Problems

In each of the problems below, pick the best move from among A to D.

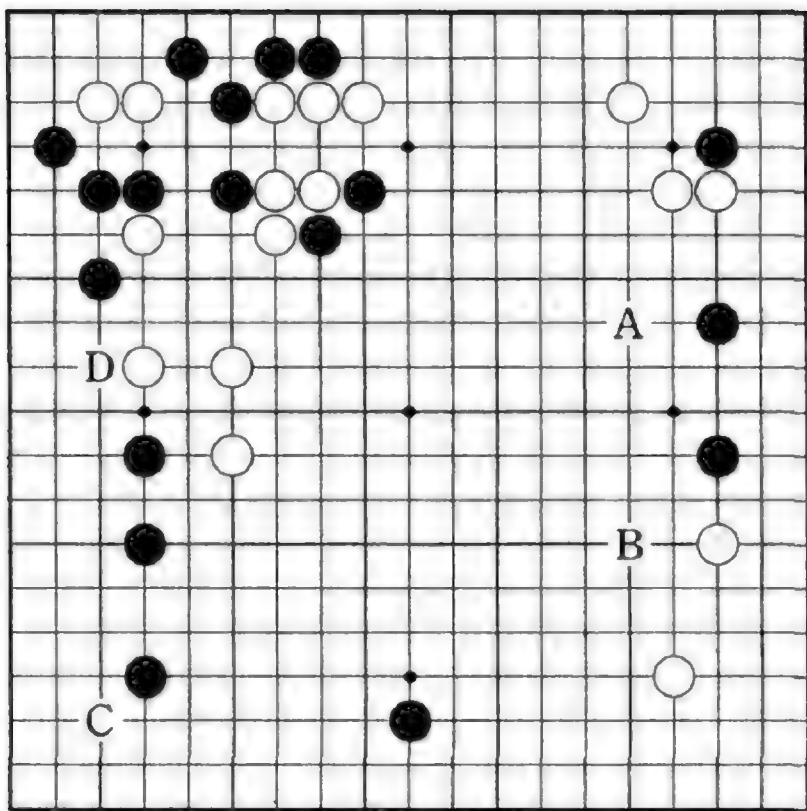


Problem 2: Black to play

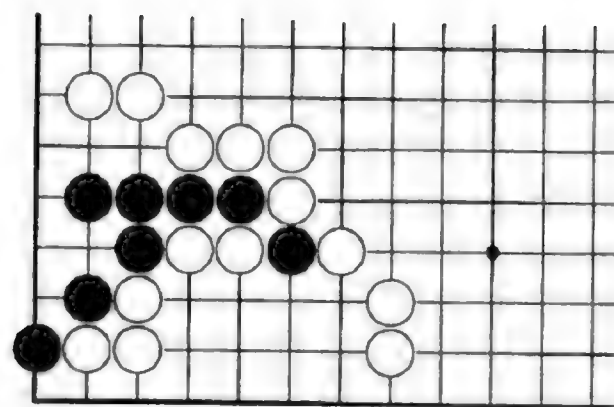


Problem 4: Black to play

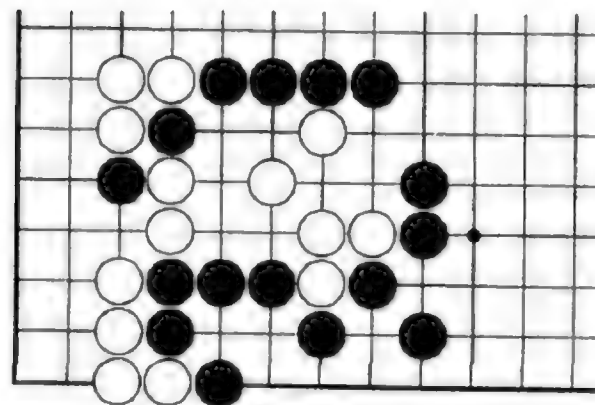
The points scored for each answer are given in the answers section. Moves for which no points are given score zero. Enter the points for each problem in the list on page 16, then use the chart to calculate your rating.



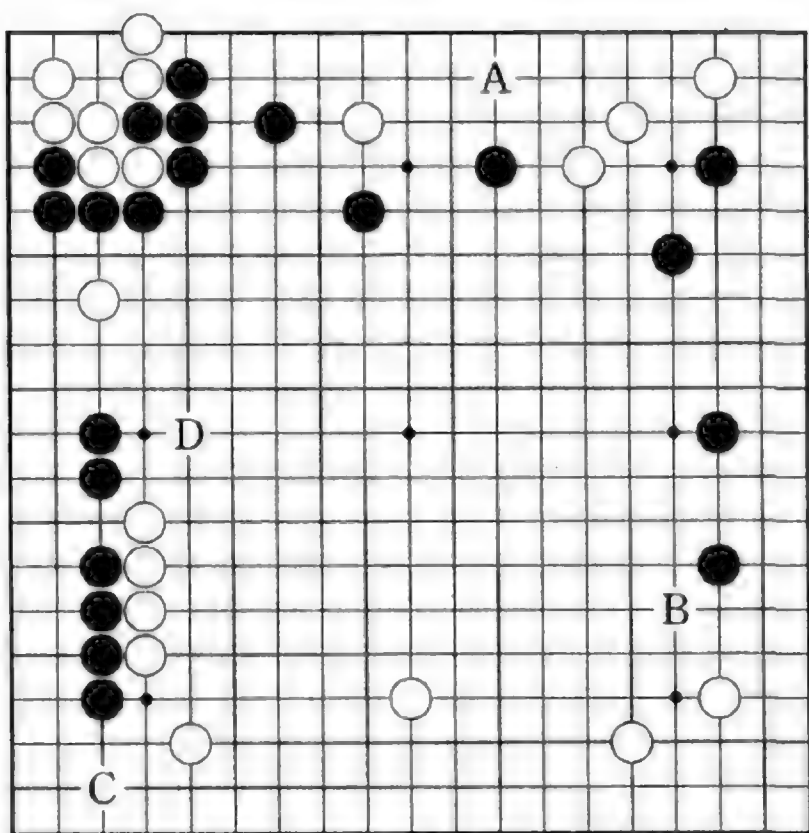
Problem 5: White to play



Problem 8



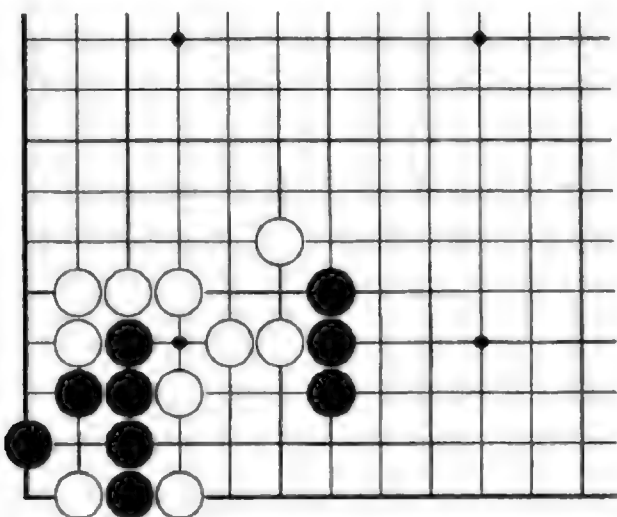
Problem 9



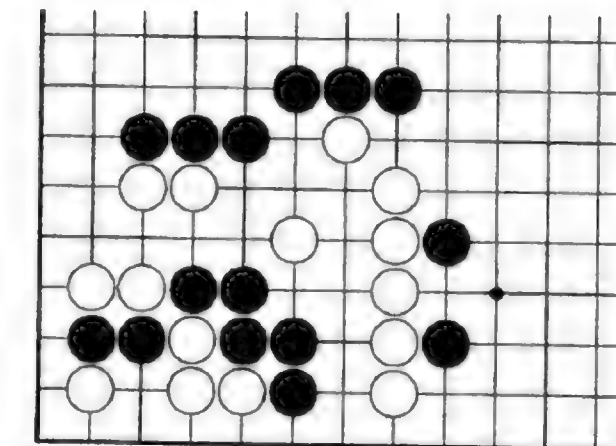
Problem 6: White to play

C. Tesuji Problems

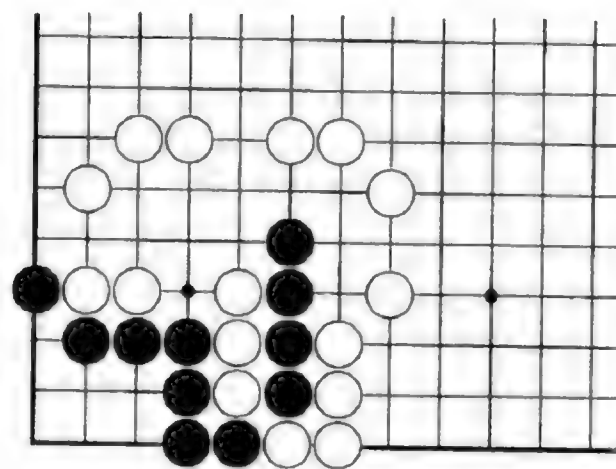
Find the tesuji for Black in each of the problems below.



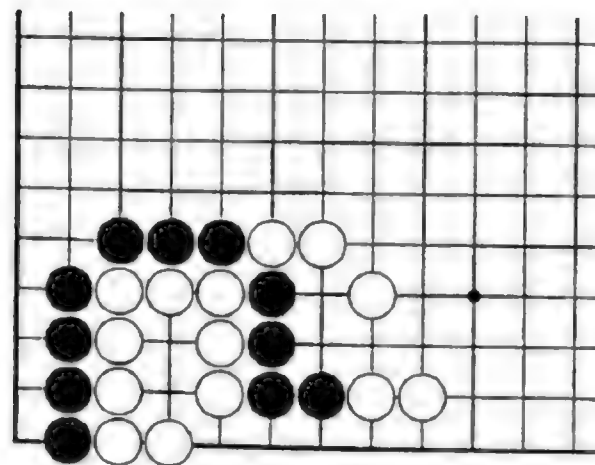
Problem 7



Problem 10



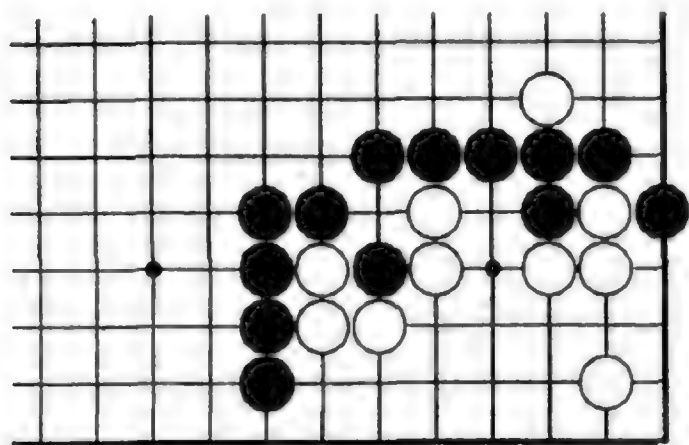
Problem 11



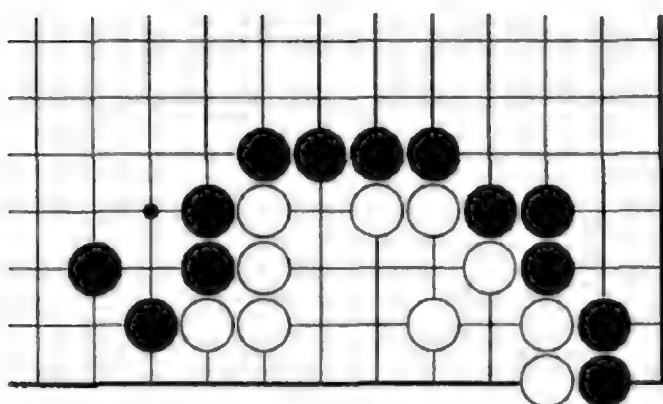
Problem 12

D. Endgame Problems

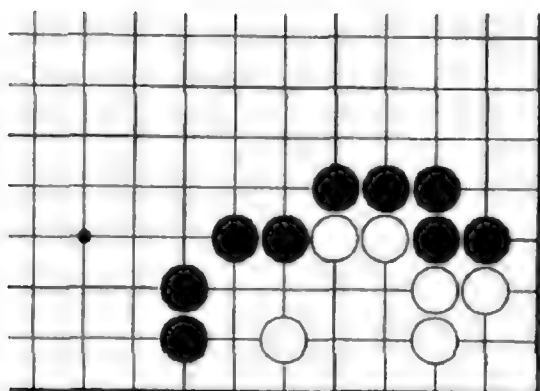
What is the best endgame move for Black in each of the positions below?



Problem 13



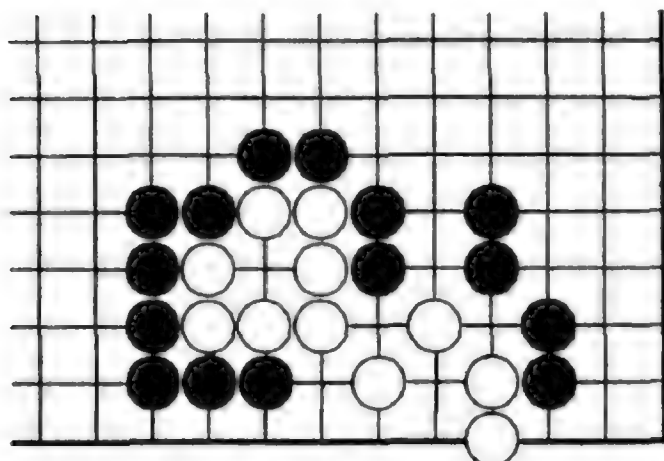
Problem 14



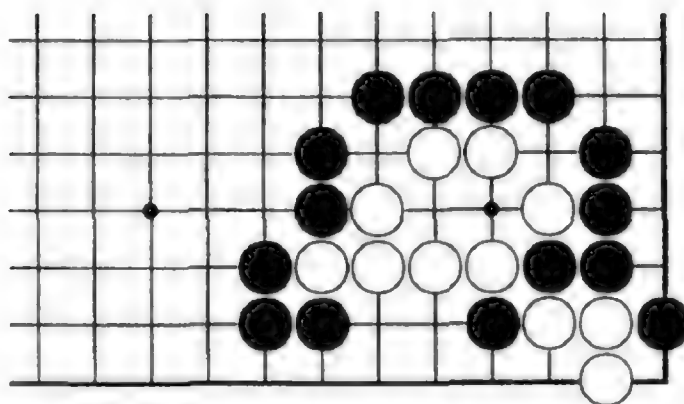
Problem 15

E. Life and Death Problems

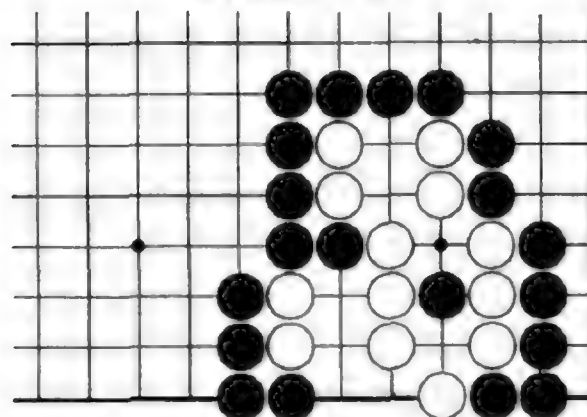
Black to play. What happens to the white group in each of the problems below?



Problem 16



Problem 17



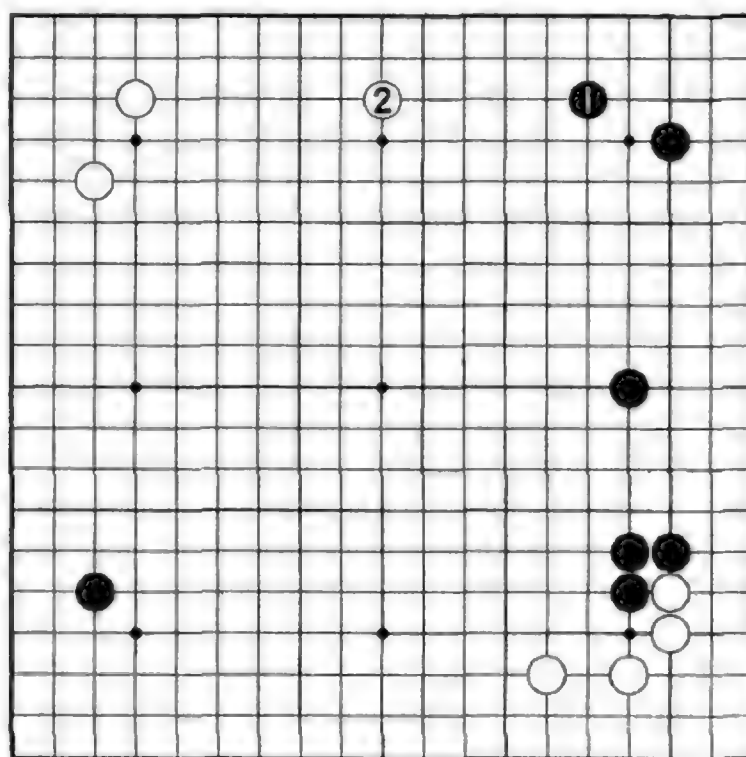
Problem 18

Solutions

A. Fuseki Problems

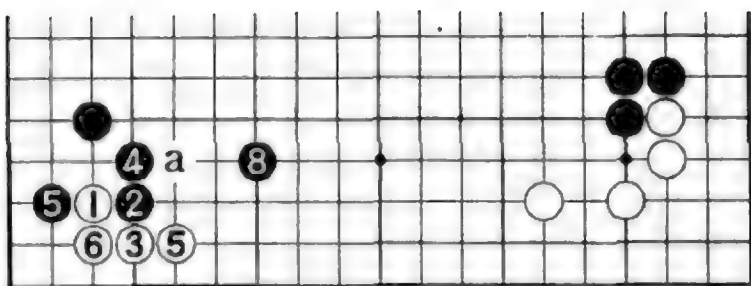
Answer to Problem 1

The correct answer is Black A (10 points) or 1 in Dia. 1. Following the proverb, 'play first in empty corners, next enclose a corner or make an approach move', limits the choice to the upper right and the bottom left corners, so the problem becomes which enclosure is worth more. This value is determined by the adjacent white position. White has a solid position in the bottom right

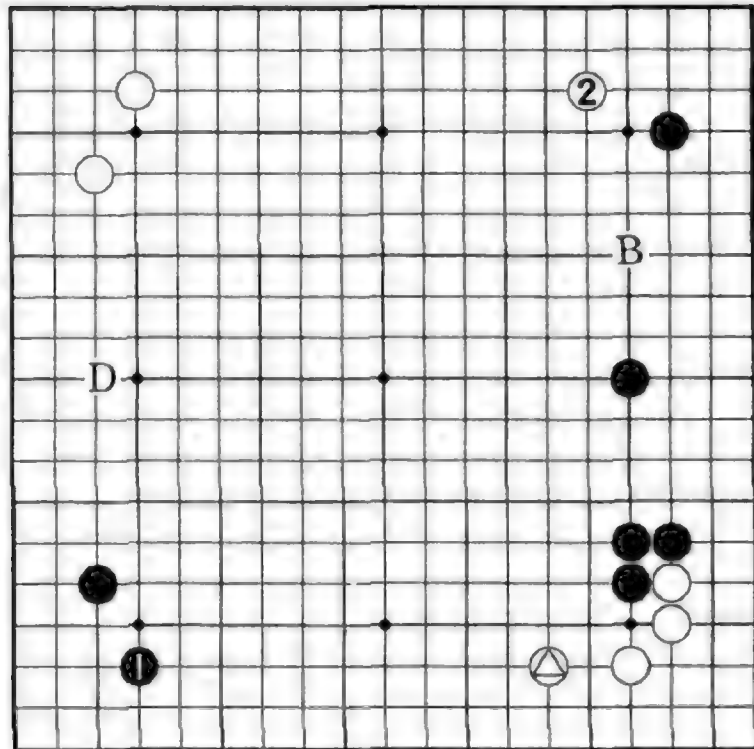


Dia. 1

corner, with his spearhead pointing along the bottom towards the left, so Black does not have so much potential for development there as at the top. Black 1 is so good, however, that White will want to play 2 immediately to prevent him from getting the enviable double-wing formation by extending to the vicinity of 2 himself.



Dia. 2



Dia. 3

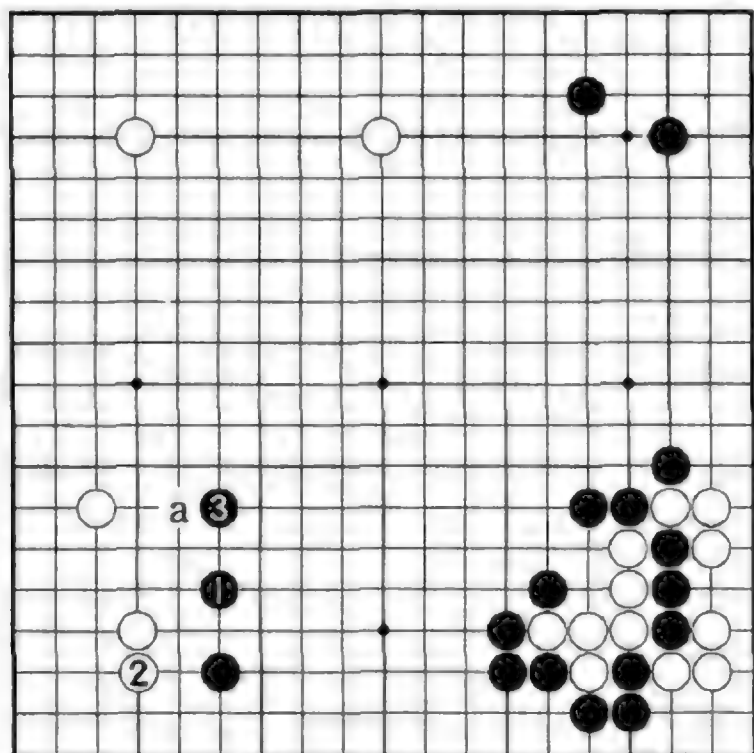
Note that if White wants to invade the bottom left corner instead, the usual move is 1 in Dia. 2. If White played 1 at 2, Black would press down on him at 'a', forcing him to crawl along the third line. That would give White a low, over-concentrated position.

As explained above, Black C or 1 in Dia. 3 is only second-best, as its potential is limited by the marked white stone. It scores 8 points.

Black D (see Dia. 3) is worth only 6 points and Black B, which is much too solid, is lucky to get 4.

Answer to Problem 2

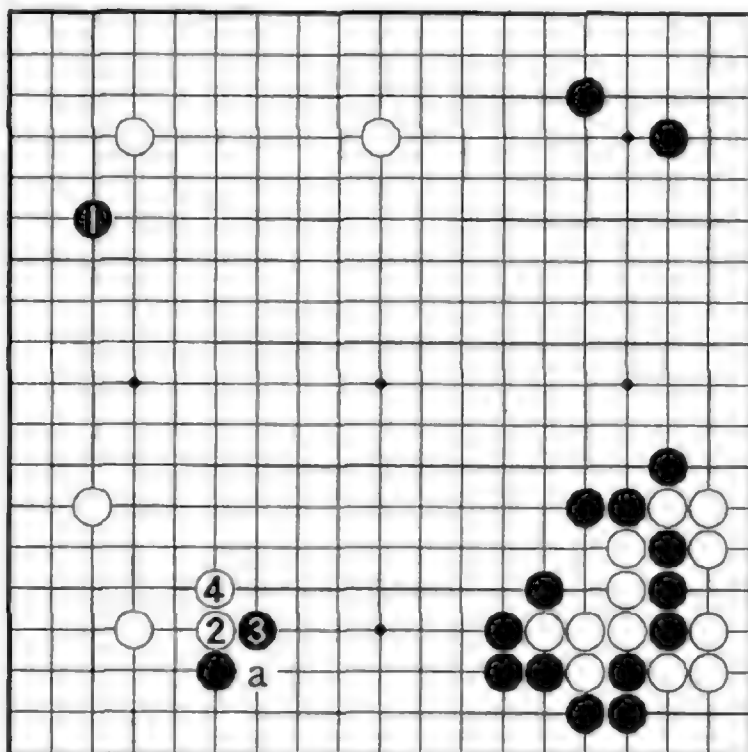
The best move is D (10 points) or 1 in Dia. 1.



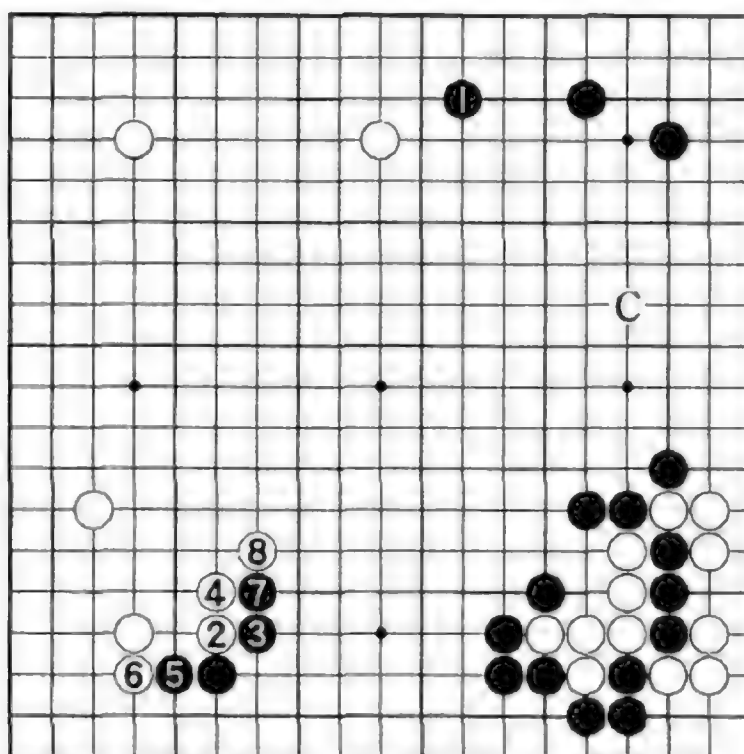
Dia. 1

The focal point of the whole board is the thickness that Black has built up from the avalanche variation played in the bottom right corner. Black has given up profit for this outside thickness, so he must try to exploit it to the maximum. Black 1 creates an impressive moyo. If White defends the corner with 2, Black 3 or 'a' next gives Black overwhelming influence.

Black A (8 points) or 1 in Dia. 2 is not a bad point, but it lets White cut the potential moyo at the bottom down to size with 2 and 4. Black's thickness has gone to waste. White could also play 4 at 'a'.



Dia. 2

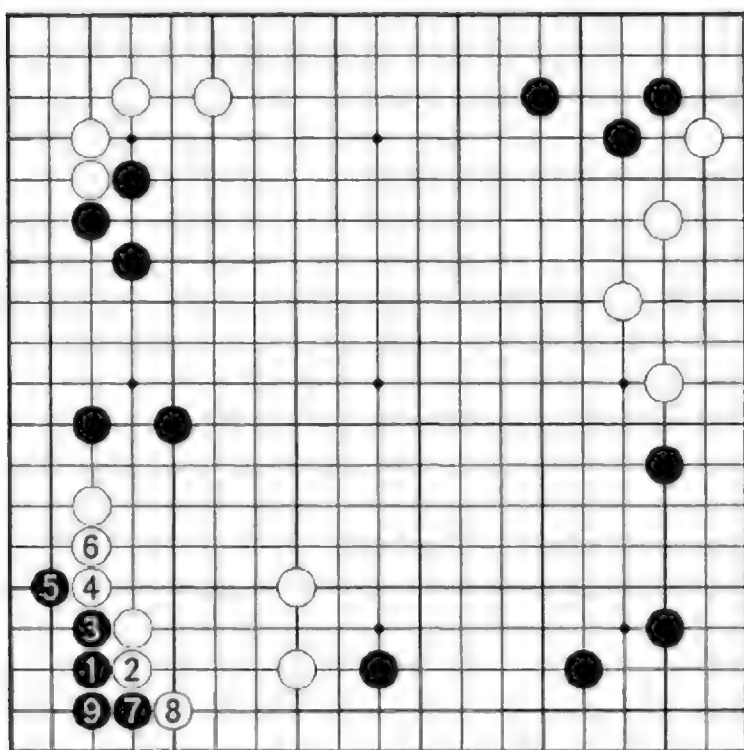


Dia. 3

Black B (6 points) or 1 in Dia. 3 is a good point locally, but is wrong for the same reason as A. Black C (4 points) is worst as it tries to surround a position open at the side.

Answer to Problem 3

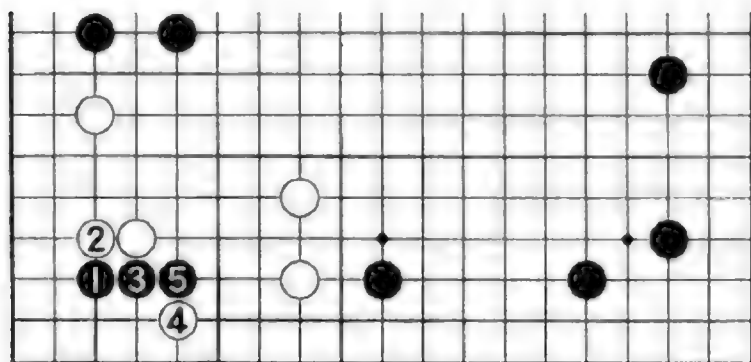
The correct answer is Black C (10 points) or



Dia. 1

1 in Dia. 1. Expanding Black's moyo with B, that is, 1 in Dia. 3, might look like the best move, but actually Black 1 here, which invades just before White completes a large territory, has greatest priority. If Black lives in this corner, he will be most unlikely to lose on territory. The result here is very painful for White, considering how little territory he gets for the four moves he had invested in this area.

Black might be worried about the possibility of White's trying to kill him with 2 and 4 in Dia. 2, but once Black pokes his head out at 5 it is obvious that White's position is too thin for his attack to be a real threat. White has little choice but to follow Dia. 1.



Dia. 2

Black B (8 points) or 1 in Dia. 3 makes a nice moyo, but, as explained above, is inferior to C.

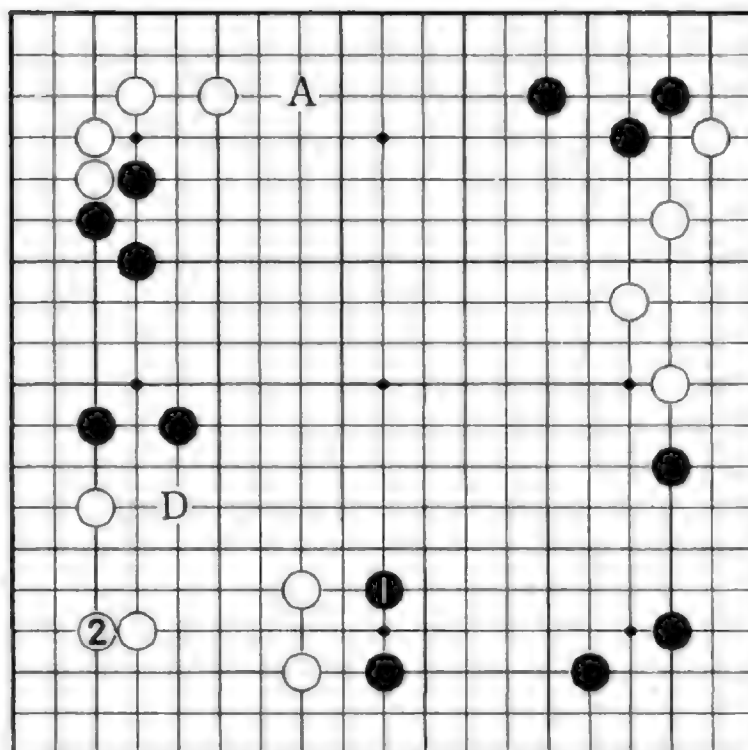
Black A (6 points) in Dia. 3 attacks a strong white position. White will play 2, threatening next to invade to the right.

Black D (4 points) in Dia. 3 builds thickness but lets White strengthen himself with 2.

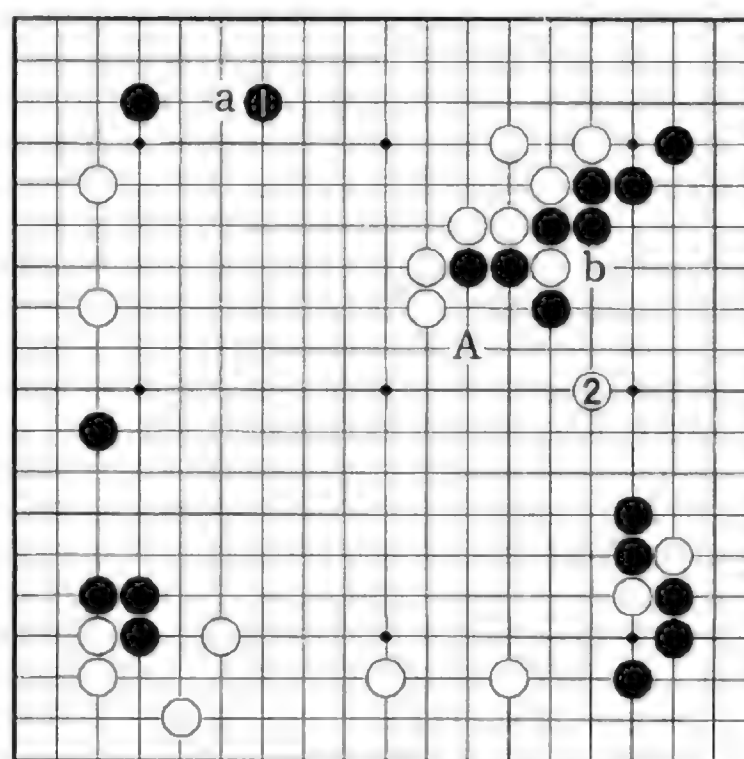
B. Middle Game Problems

Answer to Problem 4

The best move is Black D (10 points) or 1 in Dia. 1. In this position, Black has to make a



Dia. 3



4: Dia. 1

choice between completing his own moyo or destroying the opponent's. If Black built up his own moyo with A (8 points), a white pincer at 'a' would be extremely severe, so it seems clear that Black 1 has greatest priority. White, of course, will invade at 2, aiming next at 'b', but that can't be helped.

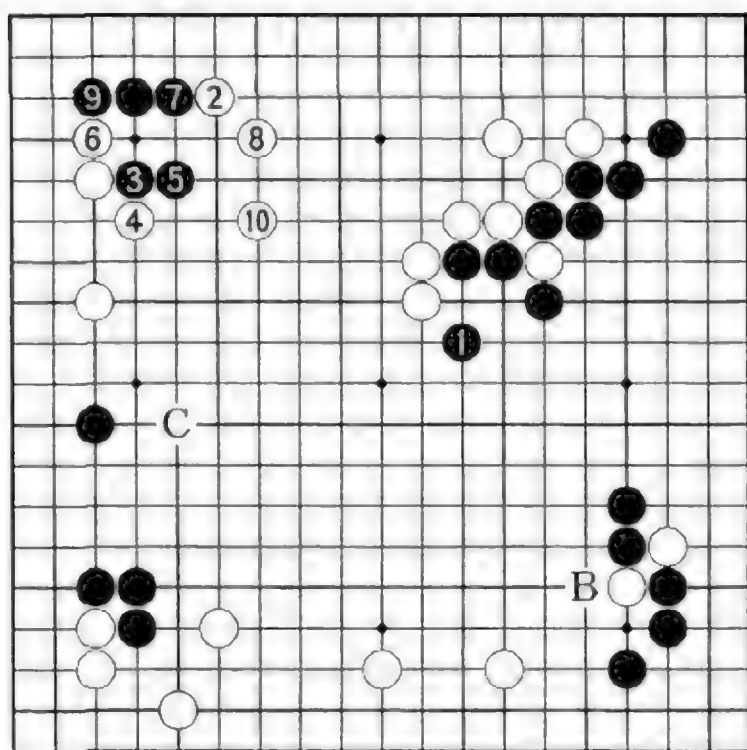
Dia. 2. If Black did play at 1 (A), White would make the pincer at 2. Black would have to move out with 3 etc., but that would let White build an ideal moyo at the top.

Black C (6 points — see Dia. 2) has low priority.

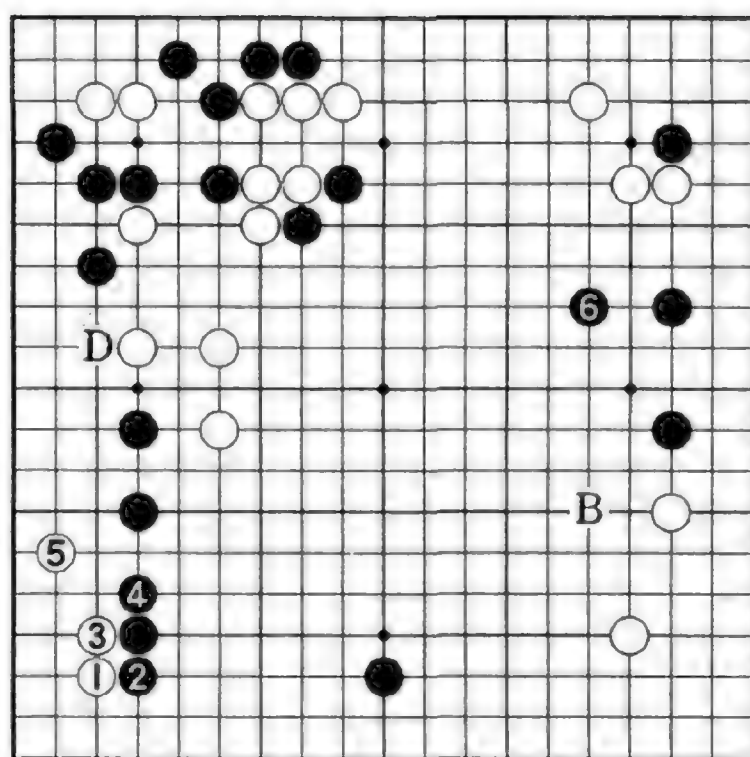
Black B (4 points — see Dia. 2) has no priority at all.

Answer to Problem 5

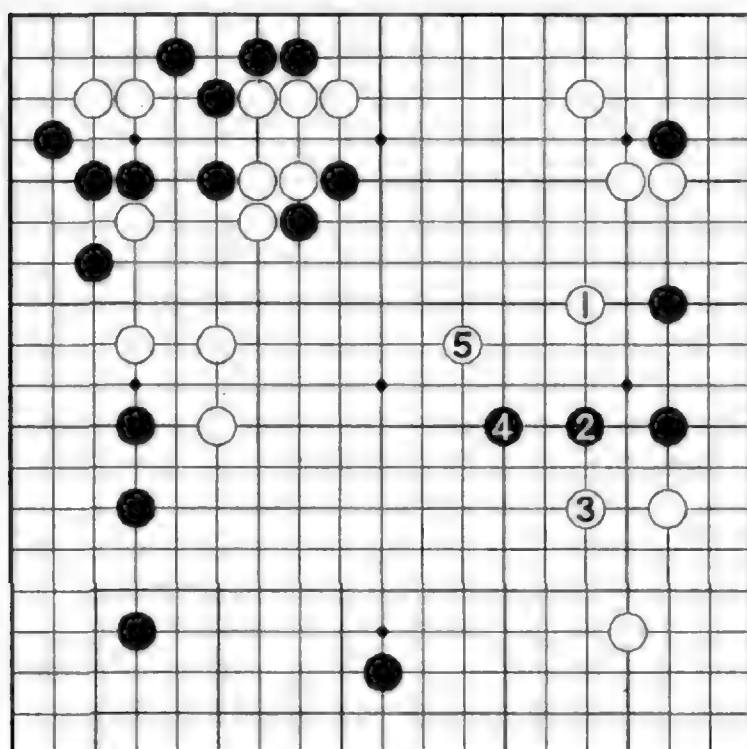
With the middle-game fighting about to start, this is a crucial juncture of the game. If White



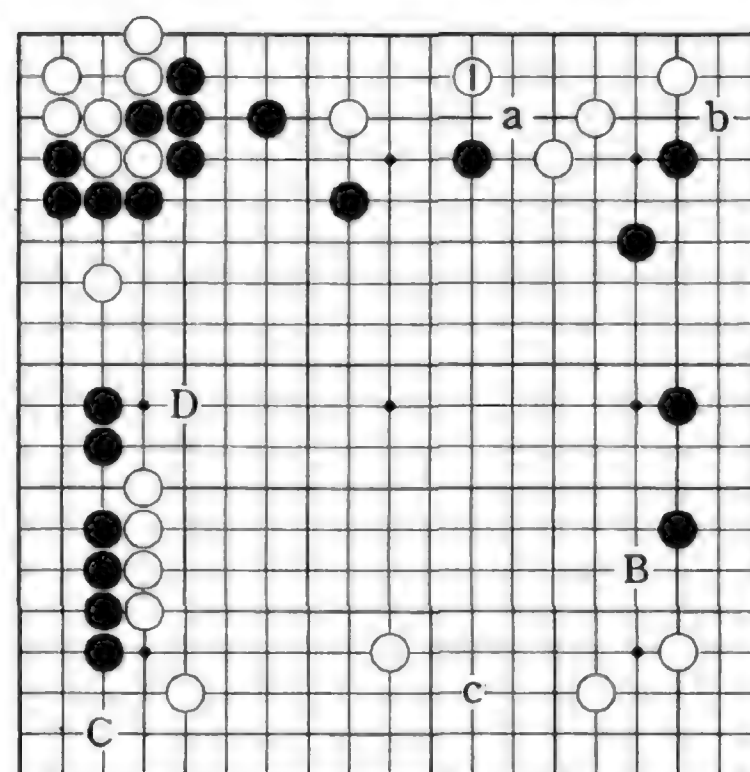
Dia. 2



Dia. 2



5: Dia. 1



6: Dia. 1

makes a mistake in direction, all his hard work in the fuseki will go to waste. The best point on the board is A (10 points) or 1 in Dia. 1, which greatly expands White's moyo at the top. If Black 2, White 3 and 5 look good. White 1 works well because it kills two birds with one stone, attacking the two black stones at the same time as it builds up White's moyo. Black can't afford to omit 2, as White 2 next would be perfect.

White C (8 points) or 1 in Dia. 2 is an excellent invasion — another move and Black would secure this whole area. The drawback is that it ends in gote, so Black can switch to 6, which destroys a major part of the potential of White's moyo at the top.

White B (6 points) in Dia. 2 is out of focus: it lets Black take the key point of 6. White D (4 points) is much too small to play at this stage.

The conclusion is that 1 in Dia. 1 is the vital point for both sides.

Answer to Problem 6

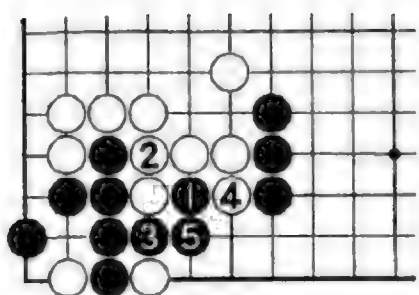
At first glance, one feels tempted to play at B or D, the points where the two moyos glower at each other, but the correct answer is White A (10 points) or 1 in Dia. 1. This might seem surprising, but the difference between White 1 and a black kosumi at 'a' is enormous. For example, if White plays at B (8 points) or D (7 points), Black 'a' will be sente, forcing White 'b'. The latter move, D, scores less because it has no good follow-up; after exchanging Black 'a' for White 'b', Black would invade at 'c'.

Black C (4 points) is merely an endgame play: it has no effect on the solid black group above.

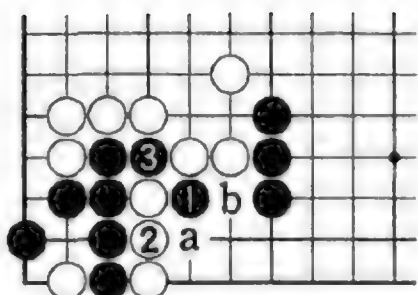
C. Tesuji Problems

Answer to Problem 7 (5 points for correct answer)

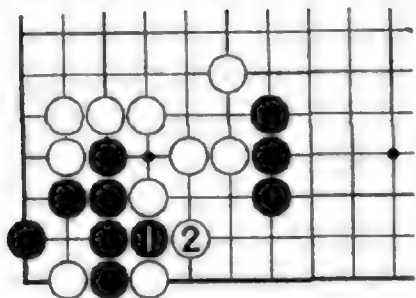
Dia. 1. If Black 1, White has no way of stopping him from getting a second eye. If White 2,



Dia. 1



Dia. 2



Dia. 3

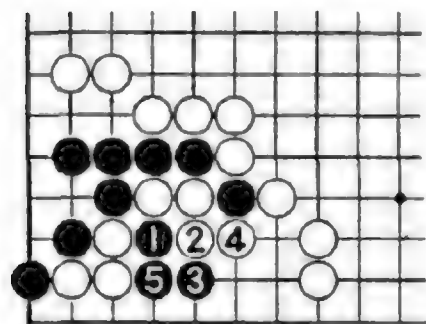
Black lives with 3 and 5. Instead —

Dia. 2. White 2 here just loses three stones. White 2 at 'a' also fails when Black plays 'b'.

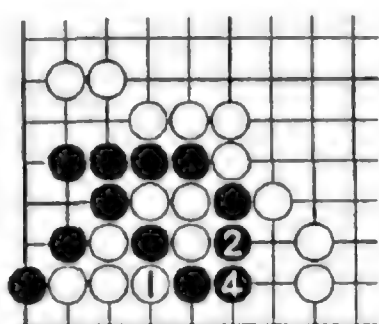
Dia. 3. Just for reference, Black 1 here fails to make an eye.

Answer to Problem 8 (5 points)

Dia. 1. Cutting at 1 is the only move. The tesuji is Black's follow-up at 3. If White 4, Black captures three stones. Instead of 4 —



Dia. 1



Dia. 2

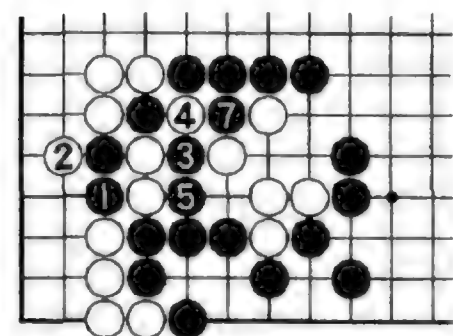
3: connects

Dia. 2. White 1 here only increases White's loss.

Answer to Problem 9 (5 points)

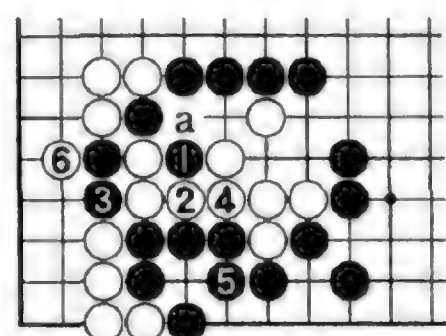
Dia. 1. Black makes a sacrifice at 1. White 2 is forced, so Black is able to squeeze and cut off five stones up to 7. Note that playing 6 at 7 would only increase the damage White suffers.

Dia. 2. Trying to cut without making the sacri-



Dia. 1

6: connects

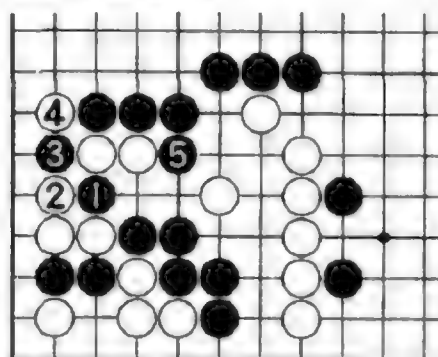


Dia. 2

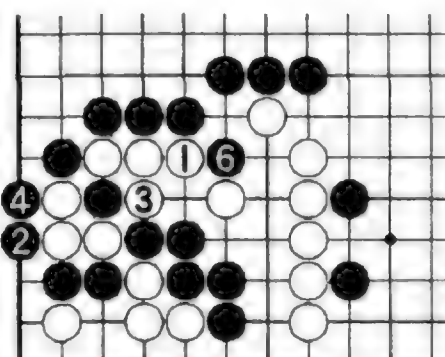
fice first does not work. White 4 is sente, so White saves all his stones. If Black 3 at 4, White captures at 'a' and Black still has to come back to 5.

Answer to Problem 10 (5 points)

Dia. 1. White has no answer to the combination of Black 1 and 3. If 4, Black links up with 5. Instead of 4 —



Dia. 1

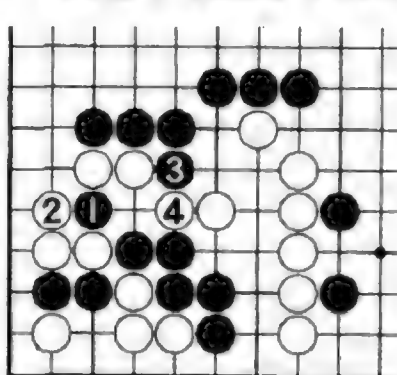


Dia. 2

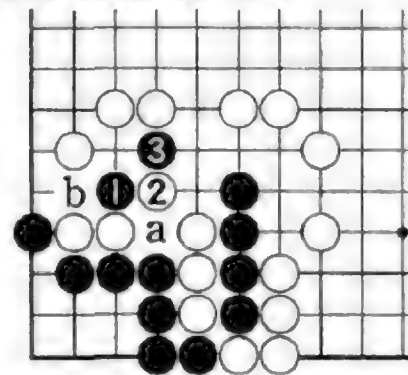
5: connects

Dia. 2. If White 1 here, Black captures with 2 to 6.

Dia. 3. Black 3 here fails because of 4.



Dia. 3

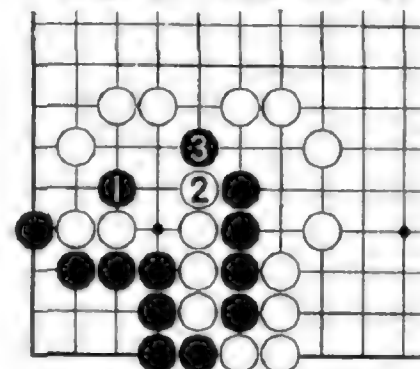


11: Dia. 1

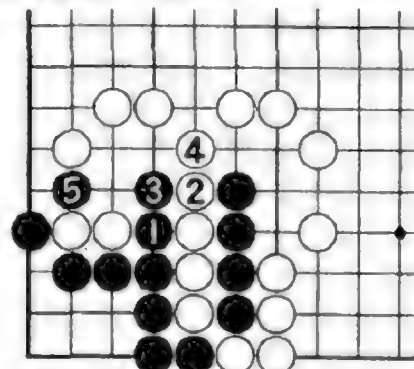
Answer to Problem 11 (5 points)

Dia. 1. Black has to capture the three white stones cutting off his four stones. The tesuji is Black 1, but when White counters with 2 you have to know the follow-up tesuji of 3. White cannot escape. If White 2 at 'a', Black just plays 'b'. Instead of 2 —

Dia. 2. White 2 here does not work.



Dia. 2

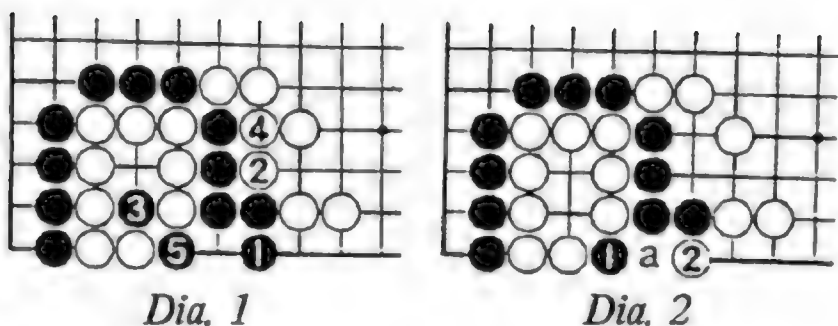


Dia. 3

Dia. 3. If Black pushes through with 1, he captures two stones but fails to rescue his own stones.

Answer to Problem 12 (5 points)

Dia. 1. Black 1 is the vital point in the semeai (capturing race). White must play 2 and 4, but



Black can get a ko.

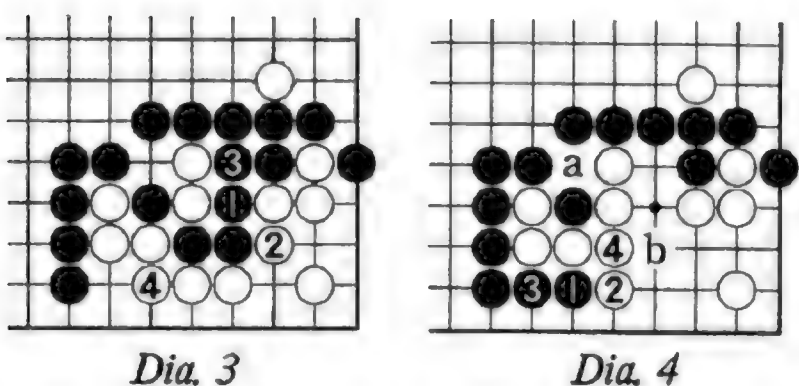
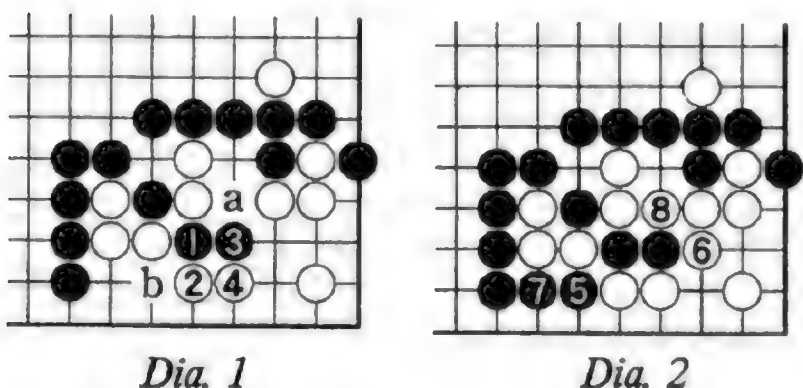
Dia. 2. Throwing in at 1 would lead to a ko if White captured at 'a', but instead he has a clever counter at 2 that wins him the fight.

D. Endgame Problems

Answer to Problem 13 (10 points)

Dia. 1. The correct answer is the cut at 1. The best White can do is to answer with 2 and 4, after which Black plays 'a' or 'b'. There is little difference between the two.

Dia. 2. If Black 5, White squeezes. Instead —



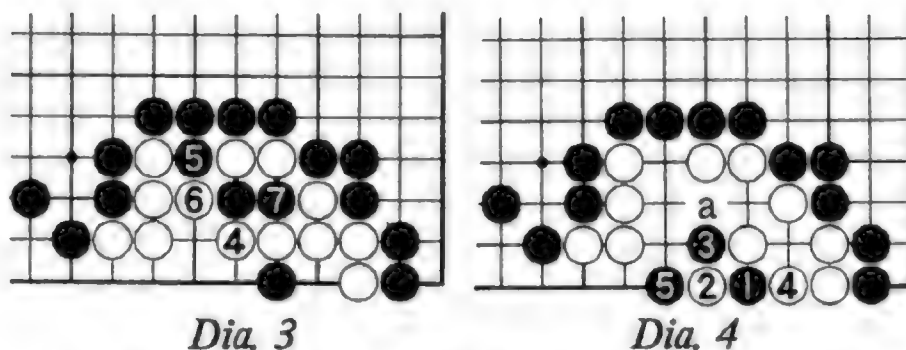
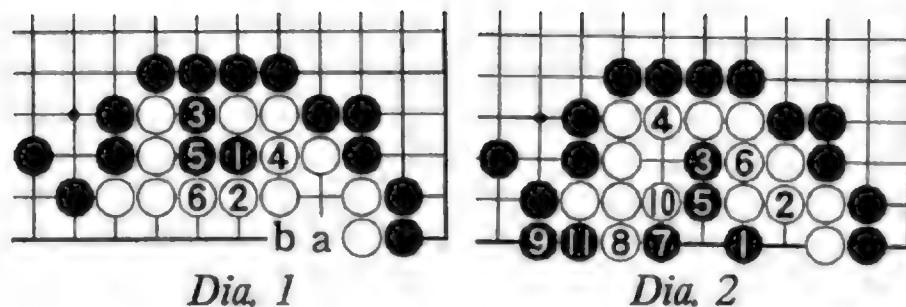
Dia. 3. If Black 1 here, White plays 2 and 4.

Dia. 4. Black 1 here is not as good as 1 in Dia. 1, but it does score 5 points. Note that if White 4 at 'a', Black plays 'b'. Black 1 at 3 scores zero.

Answer to Problem 14 (10 points)

Dia. 1. There are two correct answers. The first is Black 1. White cannot resist, so up to 6 Black reduces his territory to six points in sente. If White 2 at 4, Black plays 'a' and White cannot connect. If White 2 at 5, Black plays 'b', to which White has no effective answer.

Dia. 2. Black 1 here is the second correct answer. If White 2, Black 3 is the vital point as in Dia. 1. White 4 is the strongest answer, but up to



11 Black gets a seki if he can win the ko.

Dia. 3. If White plays 4 in Dia. 2 at 4 here he has to give up two stones when Black plays 5.

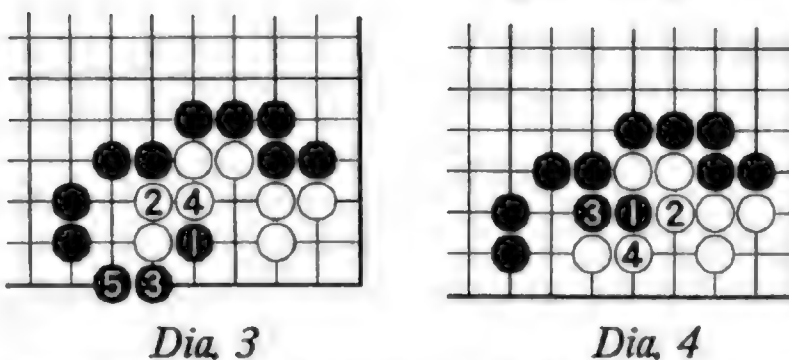
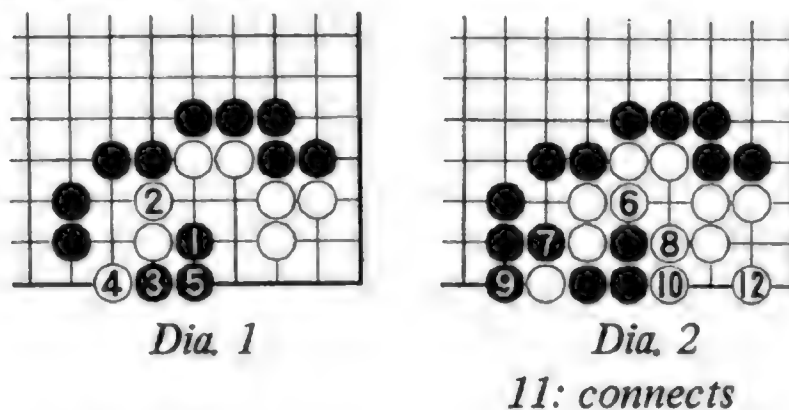
Dia. 4. White cannot resist with 2, as Black gets a ko up to 5 (if White connects, Black 'a').

The difference between Dias. 1 and 2 is that the latter has some complicated variations.

Answer to Problem 15 (10 points)

Dia. 1. Black 1 is the vital point. If 2, Black plays 3 and 5, after which —

Dia. 2. White has to backtrack with 6 and 8. He ends in gote.



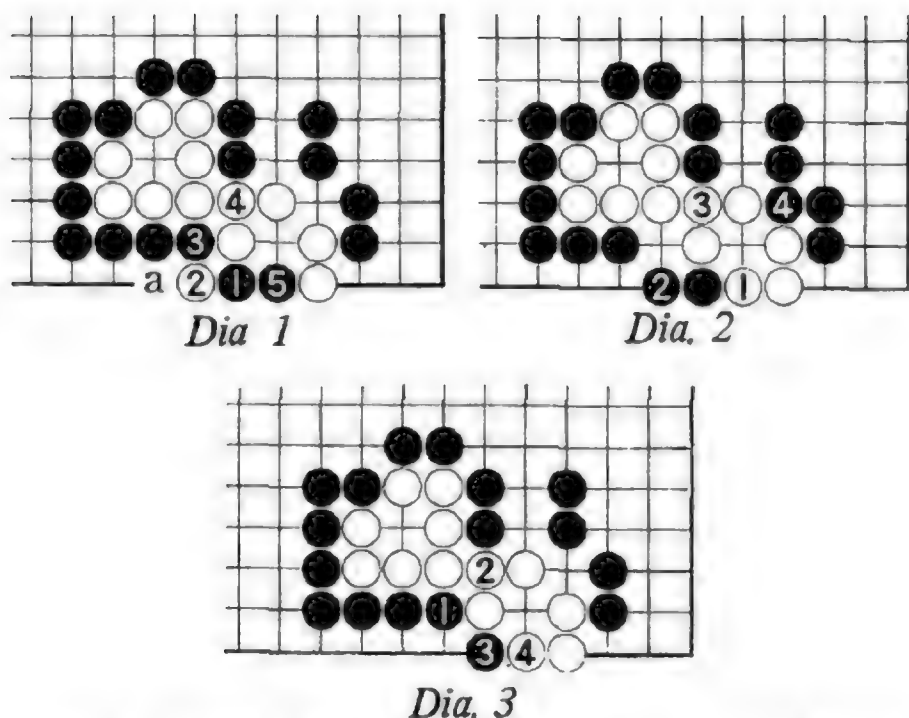
Dia. 3. White 4 here is a bad mistake: after 5, White is dead.

Dia. 4. Black 1 is wrong: it gives White an extra five points or so.

E. Life and Death Problems

Answer to Problem 16 (10 points — next page)

Dia. 1. Black 1 kills the group. If 2, Black plays 3 in sente, then destroys the second eye



with 5. Black 5 at 'a' would give White the chance to play a ko with White 5.

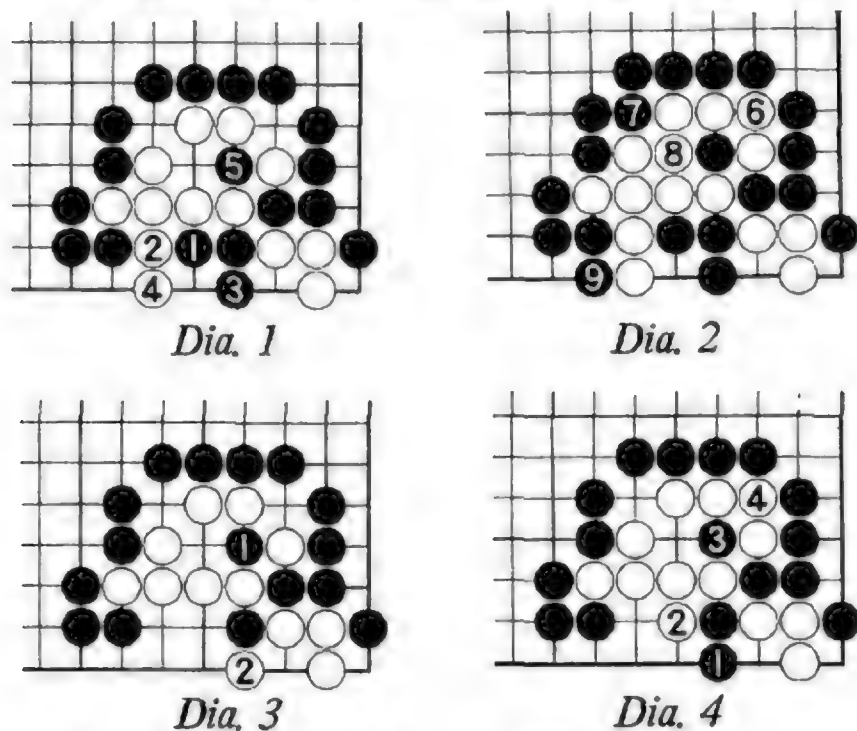
Dia. 2. If White 1, Black 2 makes miai of 3 and 4 to kill the group.

Dia. 3. Changing the order lets White live.

Answer to Problem 17 (10 points)

Dia. 1. Black 3 is the vital point for White's eye-shape, but Black must play at 1 first, as that leads White into shortage of liberties. Black 5 is the clincher. Next —

Dia. 2. If White 6, White is unable to put the three black stones in atari after Black 7 and 9.



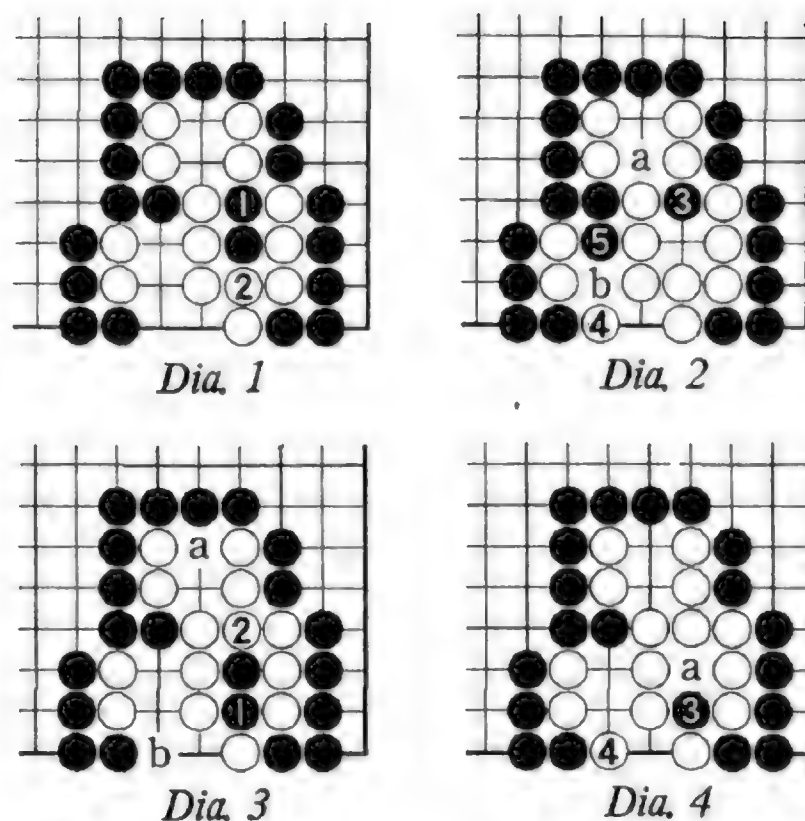
Dia. 3. Starting with 1 lets White live.

Dia. 4. Letting White play 2 also fails.

Answer to Problem 18 (10 points)

Dia. 1. A second eye seems to be miai for White, but Black can upset his calculations with the sacrifice move of 1. After 2 —

Dia. 2. Black plays in again at 3. After 5, 'a' and 'b' are miai for Black, so White cannot



live.

Dia. 3. Starting with Black 'a' or 'b' obviously doesn't work, but Black 1 here is not much better. After 2 —

Dia. 4. White can get a ko. White dies, of course, if he plays 4 at 'a'.

Rating

135 – 150: 1-dan	105 – 110: 5-kyu
129 – 134: 1-kyu	98 – 104: 6-kyu
123 – 128: 2-kyu	90 – 97: 7-kyu
117 – 122: 3-kyu	80 – 89: 8-kyu
111 – 116: 4-kyu	60 – 79: 9-kyu

Points scored

(Percentages in brackets are the percentage of correct answers submitted by the readers of 'Let's Go'.)

1 (81%):	10 (62%):
2 (72%):	11 (61%):
3 (58%):	12 (44%):
4 (44%):	13 (35%):
5 (65%):	14 (77%):
6 (48%):	15 (60%):
7 (79%):	16 (90%):
8 (38%):	17 (40%):
9 (63%):	18 (47%):

Total:

('Let's Go', April to June, 1984)

9th Meijin Title

Cho v. Otake — judged by their all-round results, this should be one of the best cards that contemporary tournament go can offer, but their matches in the Meijin title have been strangely one-sided. This is the third year in a row that the two have fought for the honour of becoming Meijin and the fourth time in the last five years, and so far the junior Kitani disciple has prevailed. In each title match Otake had only been able to win one game, so the score was 12–3 in Cho's favour. Many go fans were disappointed when Otake became the challenger: the rivalry between the two seemed to have already been decisively settled, so the prospect of a match between Cho and Kobayashi Koichi, who had looked like a shoo-in in the league, had seemed more enticing. Even Otake commented that he would have liked to see a clash between them in the Meijin title.

Once the title match started, however, it soon became clear that there was something different about Otake this year. For a start, his stamina was better, enabling him to withstand the tremendous pressure of the two-day games. Otake is a very fast player, ideally suited for one-day games, and in past Meijin title matches he has seemed to suffer from lapses in concentration on the second day. This year he played with greater intensity and displayed a single-minded determination to win.

The result was the most interesting title match yet between Cho and Otake. The latter astonished everyone by taking the first three games, but then Cho showed what he was made of. Somehow he prevented Otake from landing a knockout punch, then he launched an awesome counterattack, winning the next four games and defending his title. It is not for nothing that he is the reigning monarch of Japanese go. It is going to take quite a player to dethrone him.

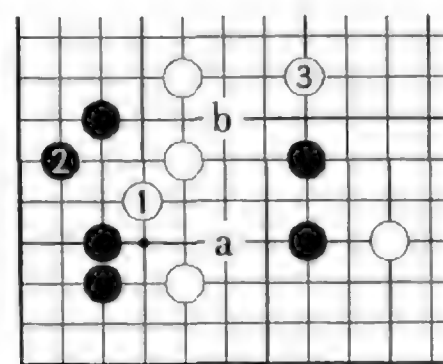
Game One

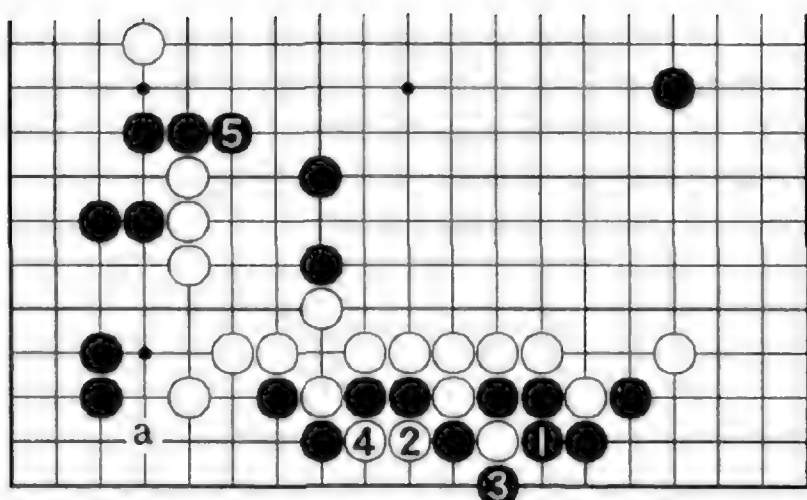
White: Cho Chikun, Kisei & Meijin

Black: Otake Hideo, Gosei

Komi: 5½; time: 9 hours each

Played on 11, 12 September 1984 at Hanezawa Garden in Tokyo.





Dia. 2

only highlight the superb positioning of 29.

Black 43. Otake regretted not connecting at 1 in Dia. 2. After 4, Black is alive as he stands, so he can switch to 5. Sakata agreed with him, but Rin and Ishida Yoshio differed. According to Rin, the ponnuki of 43 is just as good as connecting at 44; furthermore, after 4 in the diagram Black 'a' will not be sente, but after 46 in Figure 2 the same kosumi will be absolute sente.

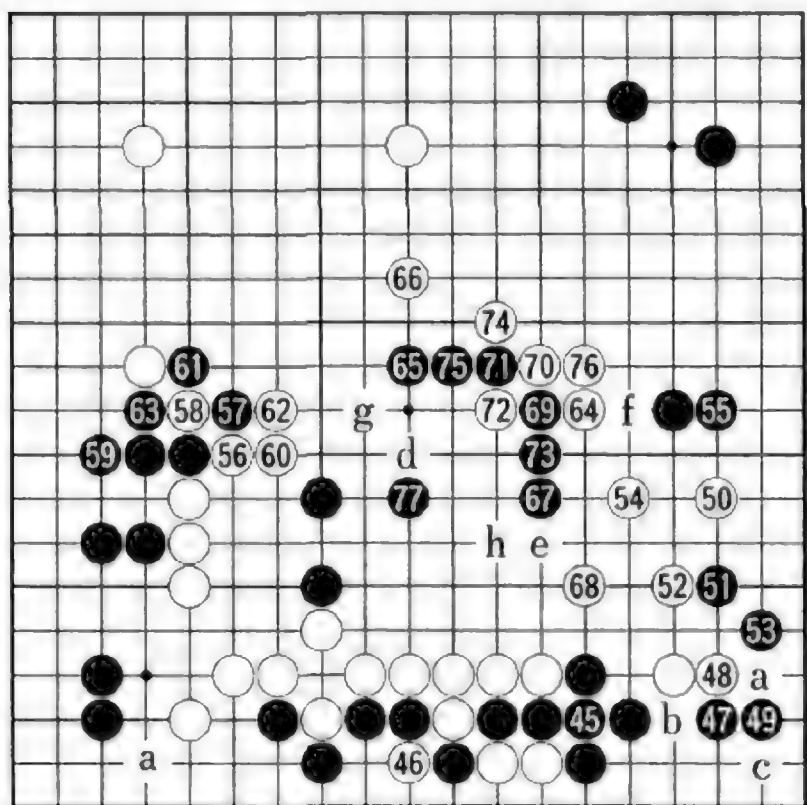


Figure 2 (45 - 77)

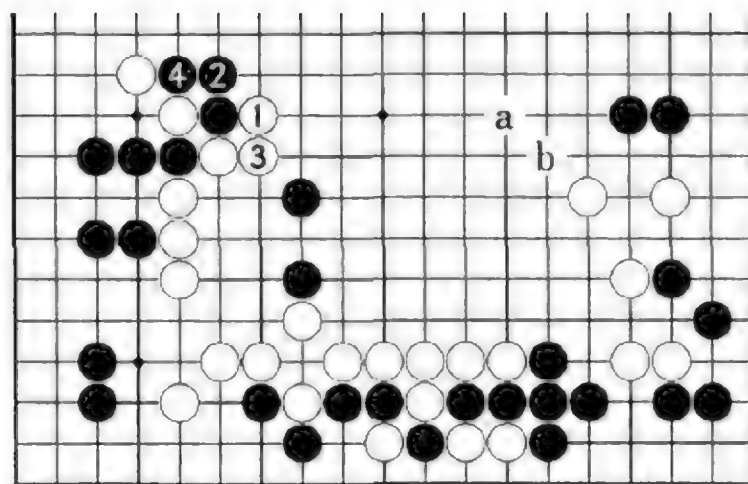
Figure 2 (45 - 77). *Cho fails to keep the centre.*

Black 49. The first fight of the game comes to an end. The shape at the bottom is very unusual; it would be quite difficult for a professional who hadn't seen the game played to work out the sequence that led to this result.

Black 51. If simply at 55, White would descend at 'a' in sente (threatening the 'b-c' combination).

White 56. The sealed move. On the first day Cho used 5 hours 6 minutes to Otake's 1 hour 58 minutes.

White 60, 62. The timing of these moves was



Dia. 3

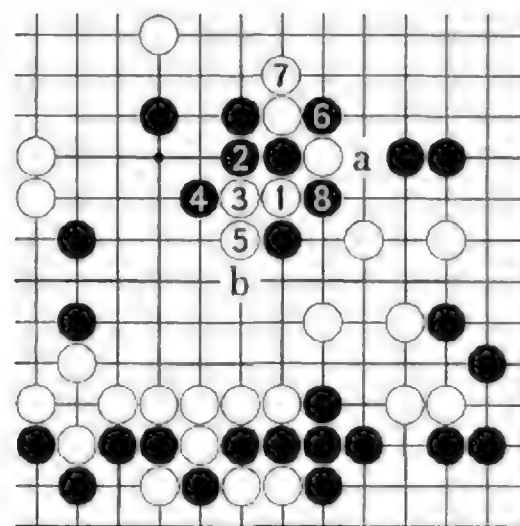
criticized by Ishida and Rin. Though it is not good style, they wanted to see 1 in Dia. 3 first. This way Black does not get a ponnuki, so White still has some aji to play with. However, Cho was worried that Otake might switch to 'a' or 'b' with 4. Actually Otake had even considered playing 61 in the figure at 'a' in this diagram.

Black 65, not too deep yet not too shallow, is a good guess. White must attack at 66: if he just defended at 'd', Black would be able to reduce his centre by jumping in at 68.

White 68 looks solid but actually is very slack. Cho even called it the losing move. Black can't link up in this direction with one move (if Black 68, for example, White can attach at 'e'), so White should attack in the centre at 72 or put pressure on the two black stones on the side with White 'f'. Perhaps Cho did not realize how effective Black 69 and 71 would be.

Black 71 virtually settles the game. White 72 at 1 in Dia. 4 is not a threat; after 8, Black can either capture at 'a' or get a ladder with 'b'.

Black 77 makes miai of 'g' and 'h'. Having lived easily inside White's moyo, Black has a definite lead.



Dia. 4

Figure 3 (78 - 121). *Who's attacking whom?*

Black 79 is very severe. Linking up underneath with Black 84, White 'a', Black 107 would prob-

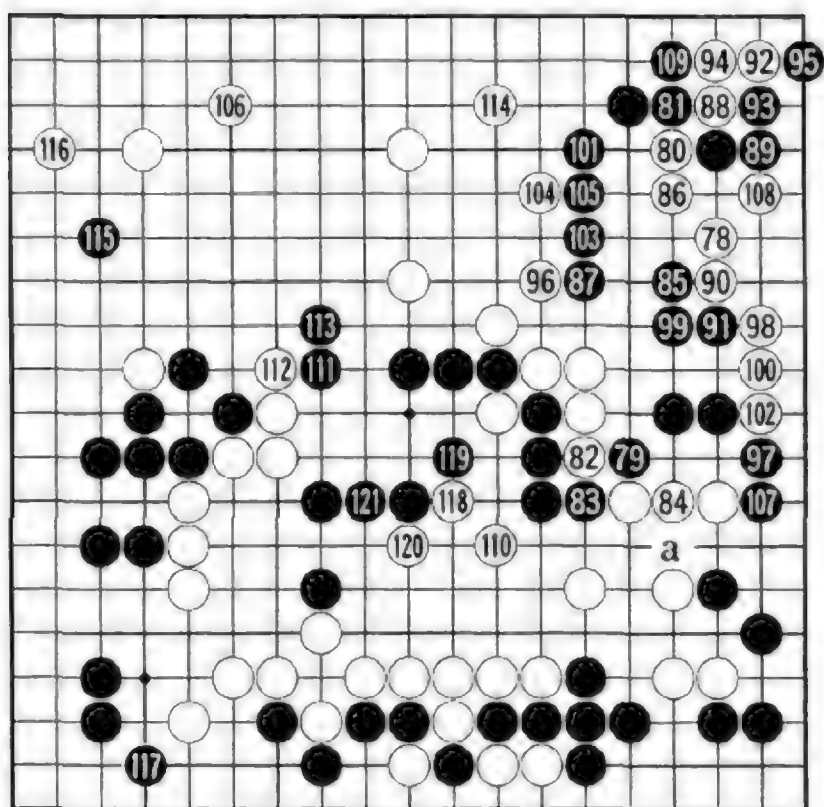


Figure 3 (78 - 121)

ably be good enough, but Otake plays all-out to press home his advantage. He is looking forward to the double attack with 85 and 87.

Cho: 'Things didn't work out the way I wanted. The centre black group should have come under attack, but it lived with territory equivalent to the komi, while White's group was the one in danger. As Sakata pointed out, White 68 was the losing move. Since that was the decisive point of the game, I should have analysed it exhaustively.'

White is able to use the cut at 88 to settle his group but at the cost of helping Black to solidify his corner. Actually, the game is still fairly close when White manages to live in sente with 102; his prospects hinge on how much territory he gets at the top.

On the surface, Otake's play from this point on seemed a little passive: he let White take a number of good points — 106, 114, 116 — in succession at the top. However, he probably had his calculations all worked out. Black 107 was a big move (it is miai with 106) and 115 was the last large point. Giving White those large points worried some professionals a little, but if it was all according to plan (a reasonable assumption, since he did win the game), then that is testimony to the precision of Otake's positional judgement.

Figure 4 (122 - 160). *A chance to make the game closer?*

Black 23 is very solid — so solid that it worried Sakata, who advocated following Dia. 5. Note that Black 23 at 'a' would give White the aji of White

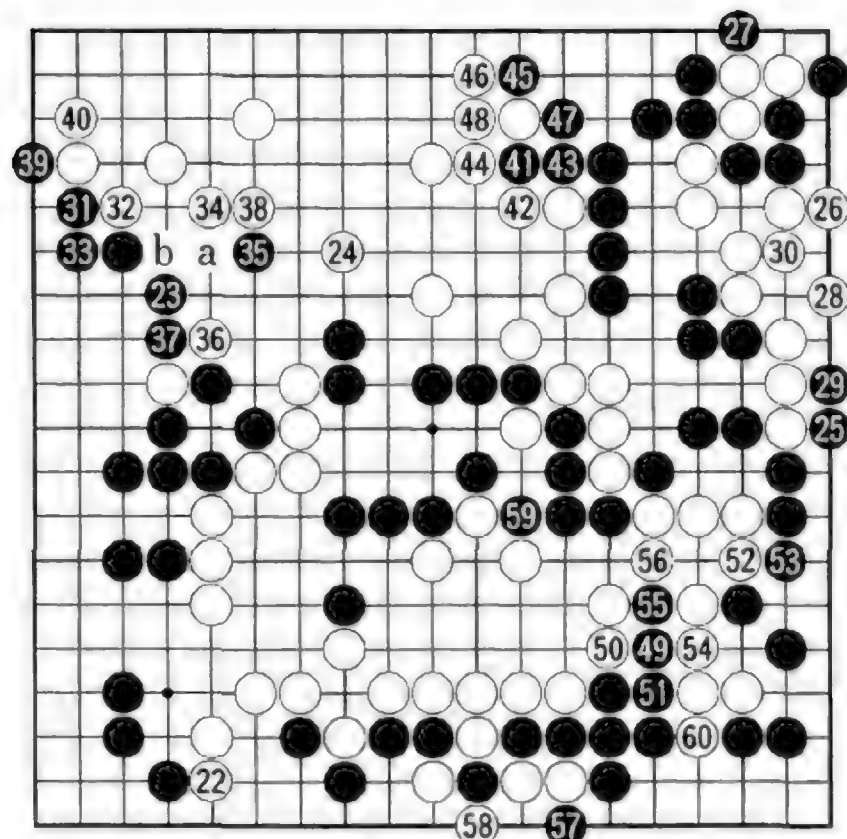
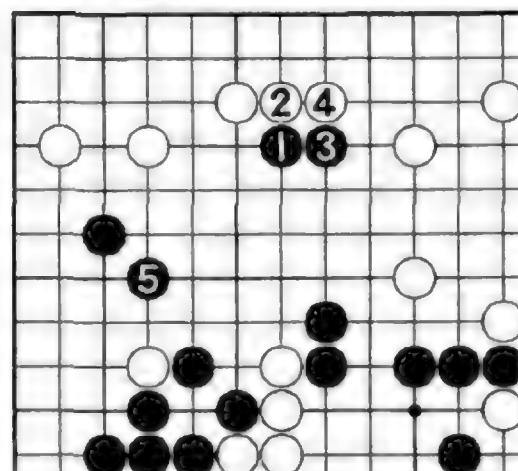
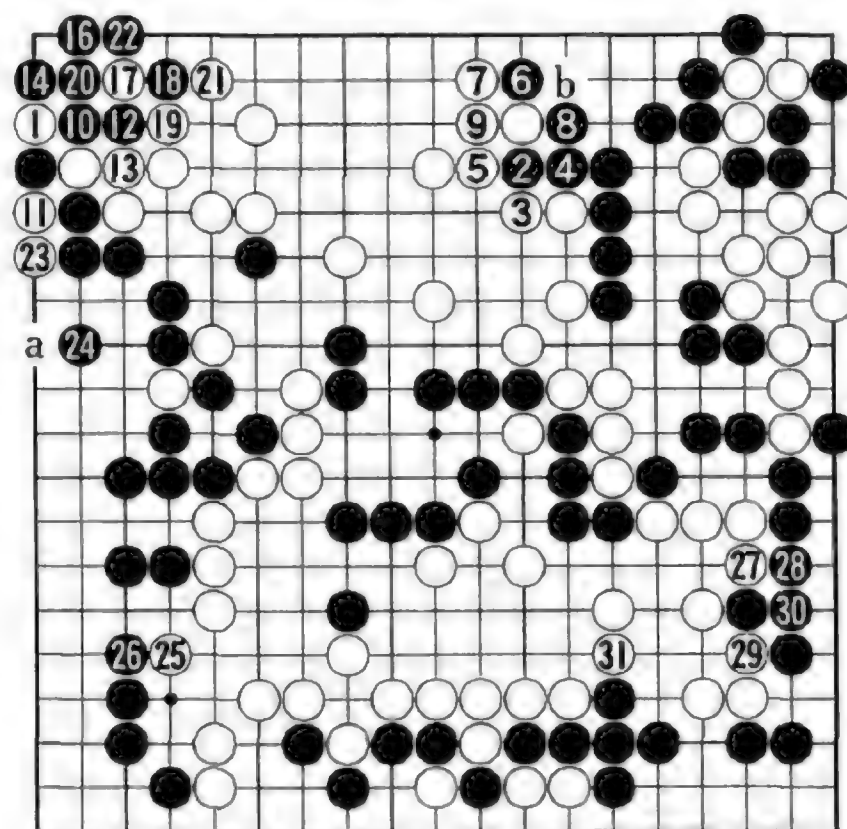


Figure 4 (122 - 160)



Dia. 5



Dia. 6 15: connects

23, Black 'b', White 36.

White gets the maximum area at the top with 24. Has Otake really got it all worked out?

White 40. An interesting point. Kobayashi Koichi pointed out that White could have blocked

at 1 in Dia. 6. This move is generally considered wrong, as Black can live in the corner with 10 etc. (he plays 2 to 8 first, since the corner sequence is gote). The result to 22 looks bad for White, what with the destruction of his corner, but in compensation he gets to play 'a' in sente. The result is that White has lost just five points, while Black has lost sente — at this stage of the game there are plenty of moves worth more than five points in gote ('b' in the diagram, for example, or 27–31 on the right). If Black compromises with 10 at 11, he gets two points less than in the game. White 1 in Dia. 5 might have left Black merely half a point ahead, according to Kobayashi's calculations.

When White pulls back at 40, the game is lost. Black 41 is a tesuji that White cannot resist, so Black is able to reduce White's top area enough to win. The existence of this tesuji was perhaps one reason why Otake was not worried by the expansion of White's top area.

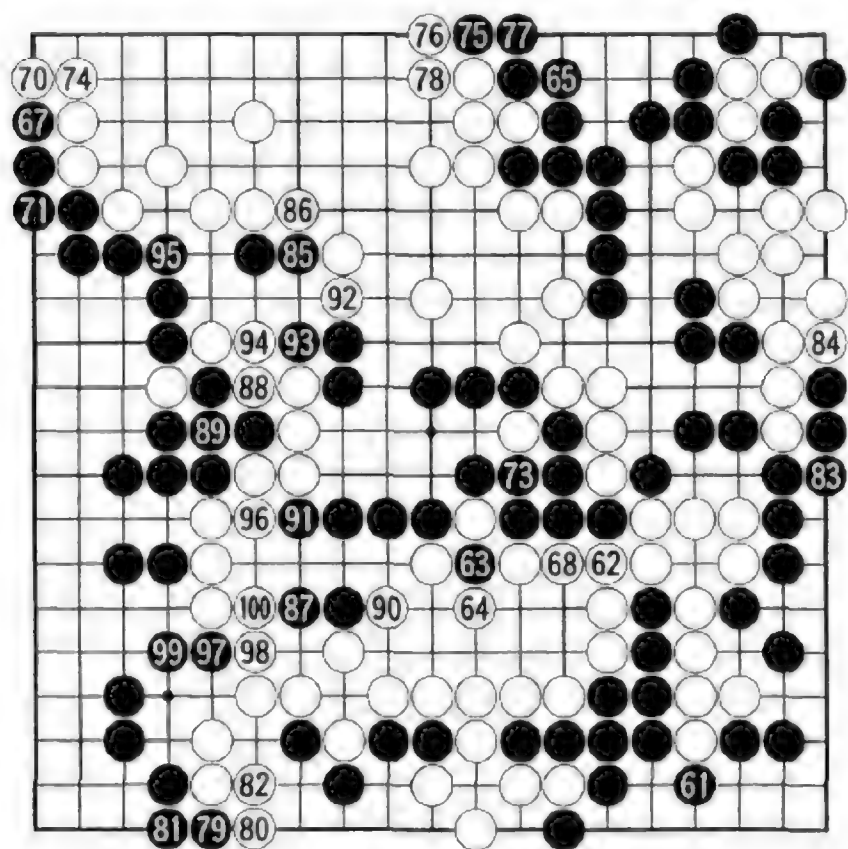


Figure 5 (161 – 200)
Ko: 66, 69, 72

Figure 5, Figure 6

The moves in these two figures do not affect the result. This was a very encouraging start to the series for Otake, not just because of his excellent play but also because it was the first time he had ever taken a lead over Cho in the four Meijin title matches in which the two have clashed (his three previous wins came in the third game in the 5th and 8th Meijin titles and in the fourth game in the 7th). This was a clear signal

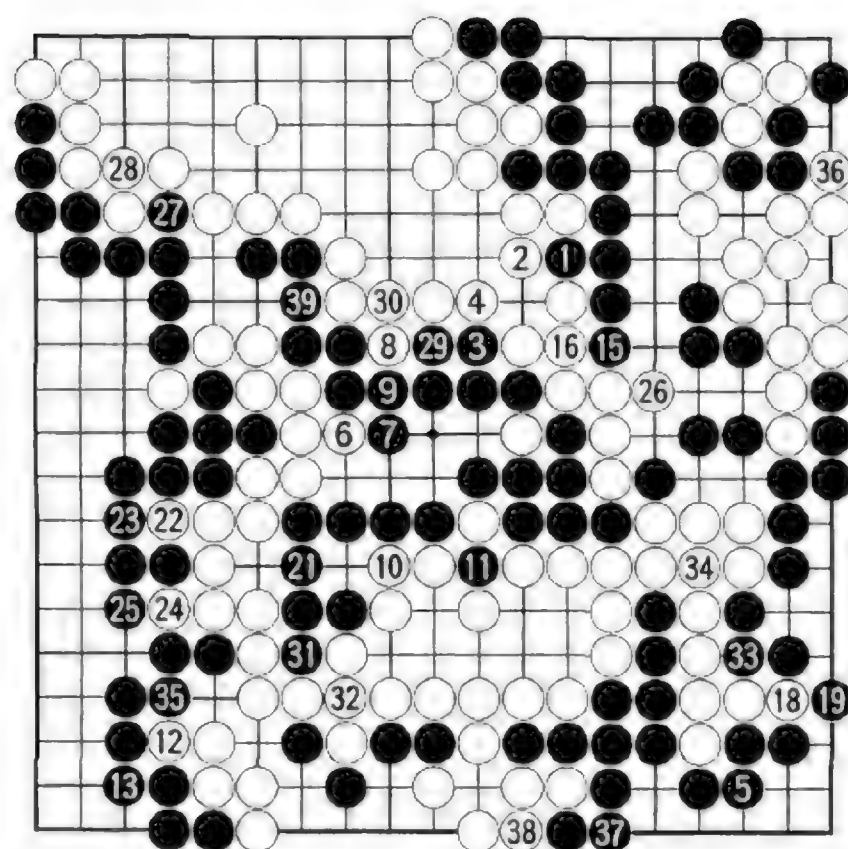


Figure 6 (201 – 240)
Ko: 14, 17, 20; 40: connects ko

to go fans that this year's title match was going to be different.

Black wins by 2½ points.

Time taken. White: 8 hours 59 minutes

Black: 5 hours 49 minutes

(Adapted from commentaries in the Asahi newspaper and the November 1984 issue of 'Kido'.)

Game Two

White: Otake

Black: Cho Chikun

Played on 26, 27 September 1985 at Akanesaki (near Atami). *Commentary by Kato.*

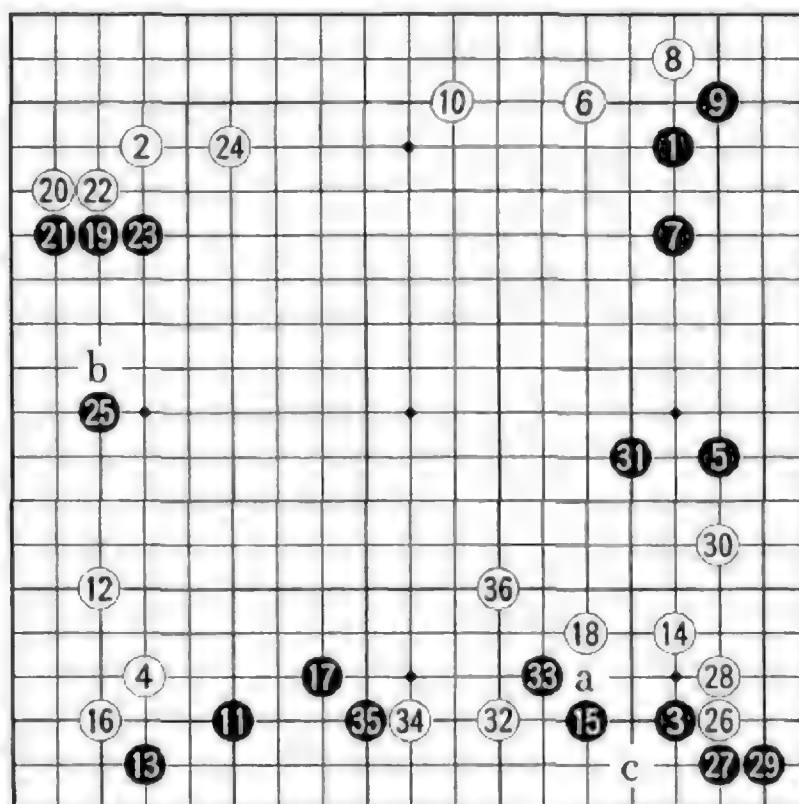


Figure 1 (1 – 36)

Figure 1 (1 – 36). Cho's low fuseki

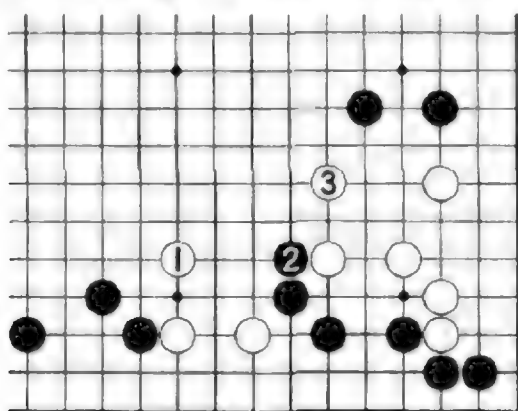
Black 15. The high move at 'a' is more common.

White 18 is essential: permitting Black 18 would be terrible. White 18 is the best way of taking advantage of Black's low move at 15. Note that invading at 32 with 18 would only be appropriate if 15 were at 'a'.

White 20 is natural. There is little potential for expansion on the left side (because of the low position of 12), so White 'b' is not interesting.

White 32, aiming at 'c', is severe.

White 36. White rejects 1 in Dia. 1 because he does not want to give Black the good point of 2.



Dia. 1

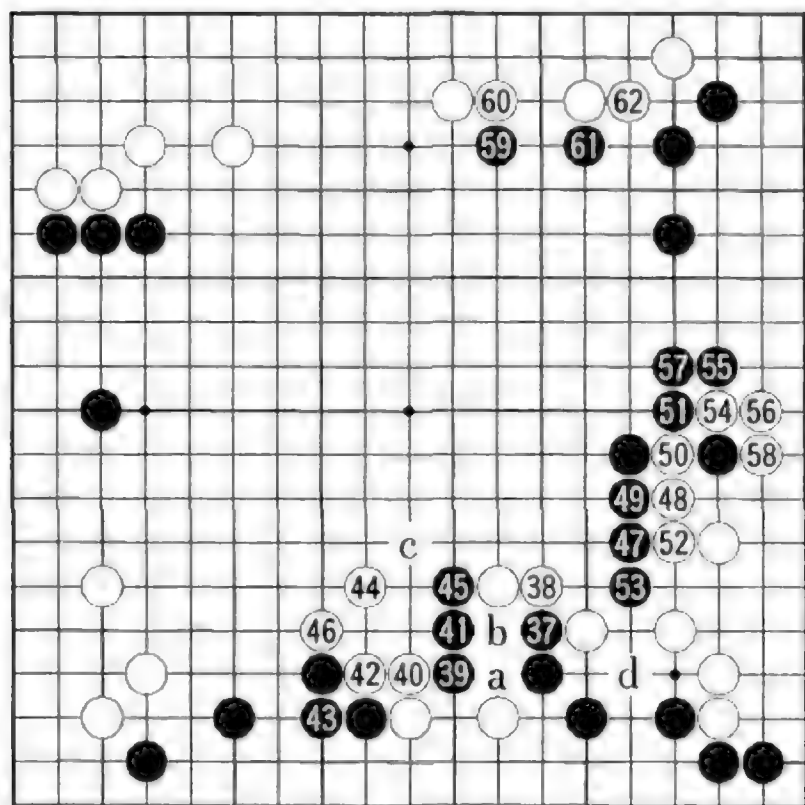


Figure 2 (37 – 62)

Figure 2 (37 – 62). The first fight

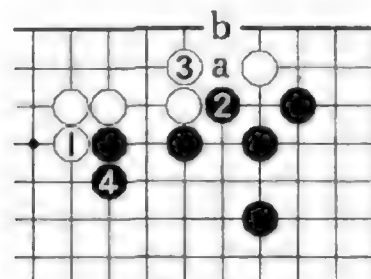
Black 37, 39. This combination is a little blunt, but Black is worried that if he plays 39 first (which looks like good style), White will just push through with 'a', Black 37, White 'b'.

Black 45. The first move that Cho spent a lot of time on. Because of his trouble with time in the first game, he made an effort to play more quickly in this game. For 45, Black also has to consider 'c', which leads to some very difficult



Otake's comments on becoming the Meijin challenger: 'If you can play a seven-game series once a year, you are a respectable go player. Now I can call myself a go player this year too.'

'Two-day games are a questioning of oneself, a challenge to the go board. Throughout this series, I intend to scrutinize my own strength on the go board.'



Dia. 2

variations.

White 48. Connecting to the right of 38 would be heavy.

White 52 took Otake's fellow professionals by surprise. Kato, for example, had only been looking at the cut at 54. Cho decided that 53 would be too good a point to yield to White (White 53 would set up a reserve eye at 'd' and also threaten to cut to the left of 51), so Otake was able to cut at 54 anyway. In his public commentary on the game at the Nihon Ki-in, Sakata praised 52 very highly.

Black 55. The sealed move. For once Cho had used less time (3 hours 28 minutes) on the first day than Otake (3 hours 56 minutes).

White 62. White has to resist the temptation to push down at 1 in Dia. 2. Black 2 immediately causes him a loss of ten points on the edge, and if Black invades at the top left of the figure

after exchanging 'a' for Black 'b' in the diagram, he might even have to worry about the eye shape of his group.

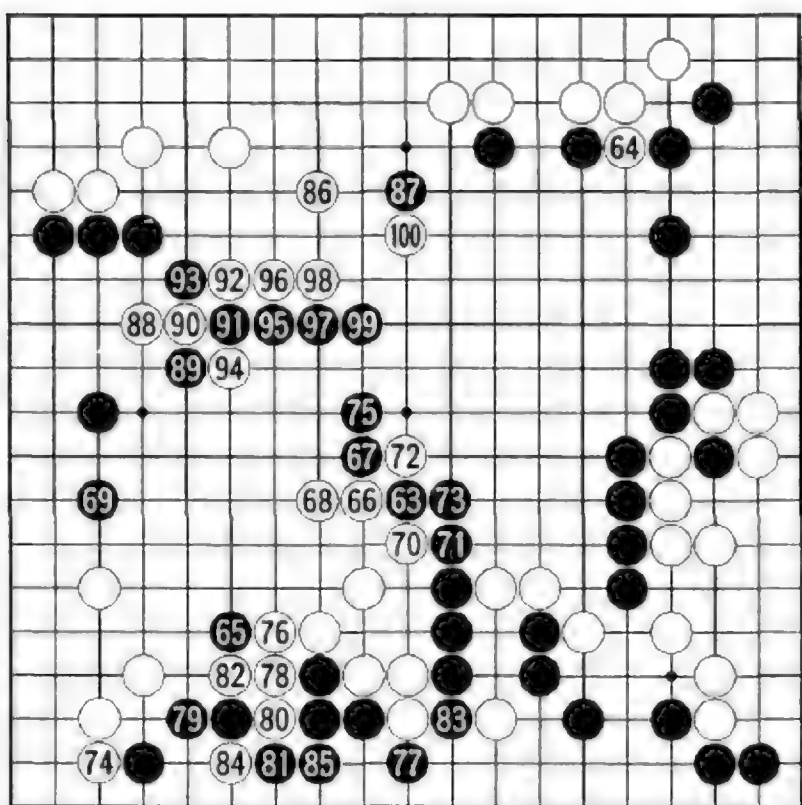


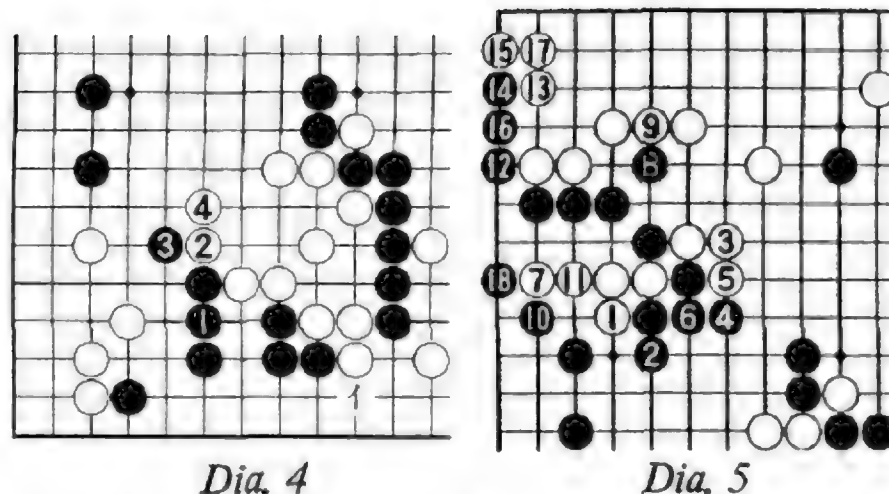
Figure 3 (63 - 100)

Figure 3 (63 - 100). Misjudgements

White 64. Another surprising move — linking up with White 65 would be more solid. If then Black 87, White could invade around the centre point.

Black 65, splitting White, is a superb point, but Black fails to follow through correctly. Black 69 is a strategic mistake: the exchange for White 74 weakens Black's bottom group and makes a white descent at 77 a serious threat. Black 69 should have been played at 72.

Black 75. Also questionable, as White builds excellent thickness with 76 to 82. Kato advocated playing 1 in Dia. 3. If White 2, Black pushes through at 3 and lets White squeeze, as the latter



Dia. 4

Dia. 5

is left with two cutting points. If Black later attacks at 'a', White has to worry about his eye shape.

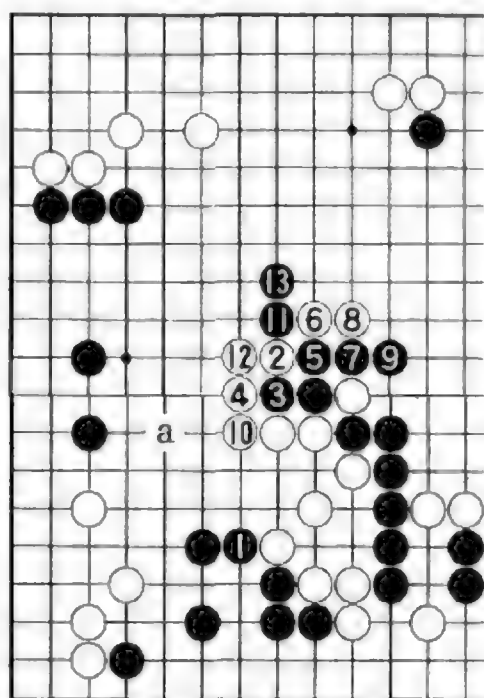
Black has no direct answer to White 76. If he connects at 1 in Dia. 4, White gets good shape with 2 and 4 and aims at attacking the whole group with 'a'.

White 86. An interesting move — is White trying to surround the top or is he preparing to attack in the centre?

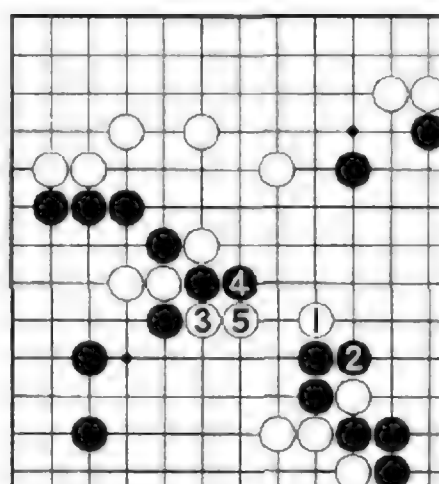
White 88. It seems that White was aiming at the group on the side. This invasion brings on the climax of the game. Black can hardly answer underneath, so he naturally attempts to cut off the invader with 89 etc.

White 94 could have lost Otake the game. The moment he released the stone, he berated himself. 'That move's not go . . . it's a first-class blunder.' Before discussing what he should have done, it's necessary to point out that White can't attempt to kill the black stones above 88. If he tries, with 1 etc. in Dia. 5, he loses the semeai by one move. Rather, White's strategy has to be to use the aji of 88 and 90 to break into Black's centre.

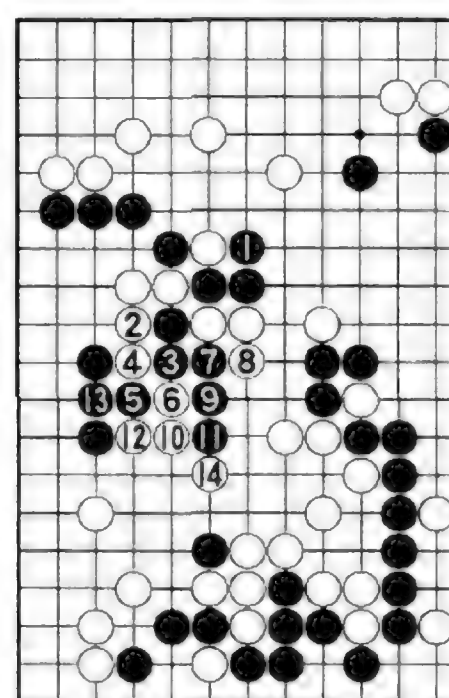
That's why 94 was bad. Otake commented that in a fast game he would have attached at 1 in Dia. 6



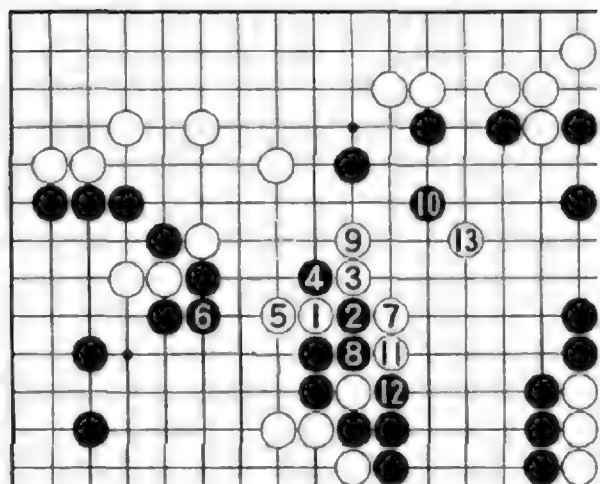
Dia. 3



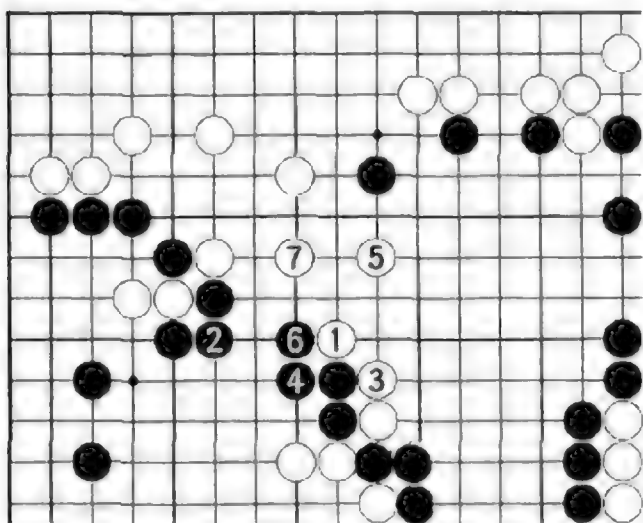
Dia. 6



Dia. 7



Dia. 8



Dia. 9

without thinking twice. That is the correct move. If Black 2, White then cuts at 3 and is certain of winning the game. For example, after 5 —

Dia. 7. If Black continues with 1 etc., he collapses after the sequence to 14.

Dia. 8. If Black hanes at 2 here instead of 2 in Dia. 6, then White has the tesuji of 3. Black must connect at 6, so White destroys a large part of Black's moyo up to 13. Instead of 2 —

Dia. 9. If Black connects at 2, White is satisfied with the result to 7.

The exchange of 94 for 95 destroyed all the aji of Dias. 6 to 9. Otake was so upset that he rapped himself sharply on the head with his fan. He had to change course with 96 and 98, but Black 99 eliminated all of Black's worries. Kato commented that White had lost a move here.

Figure 4 (101 — 140). *Fatal blunders*

Black 3. Now Cho goes badly wrong. He obviously didn't expect White to answer at 4 — in effect, Black 3 has just helped White to enclose the top area. Losing the large endgame move of Black 4 is a contributory factor in Cho's defeat. He might have won if he had played 3 at 'a' (White 7 would be forced to prevent Black 16, White 12, Black 9), then switched to 27.

Black 7 to 11. The actual losing moves. Accord-

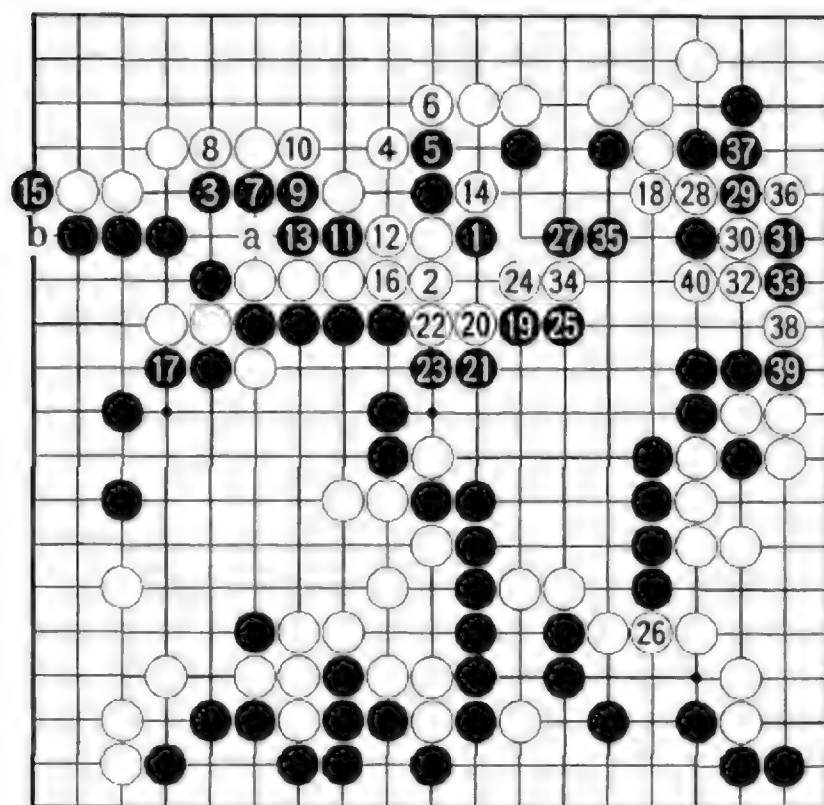
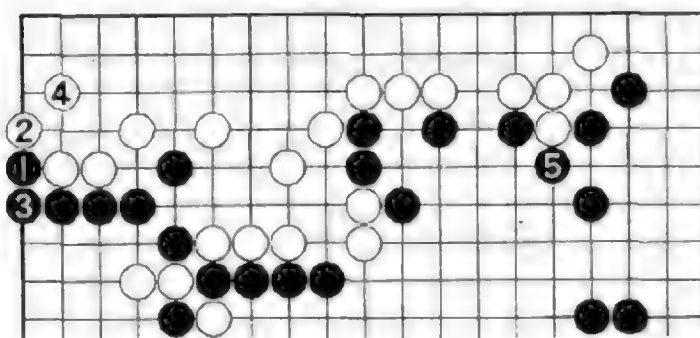
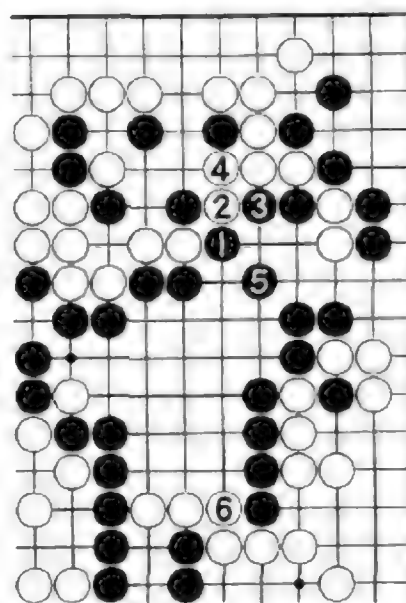


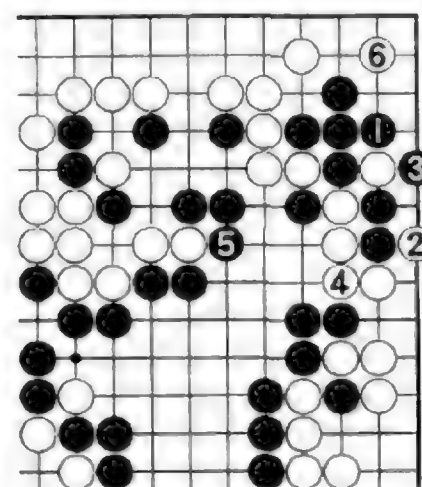
Figure 4 (101 — 140)



Dia. 10



Dia. 11



Dia. 12

ing to Kato, Black should have followed Dia. 10.

Black 15 is not sente once White has played 8, but if Black captures three stones with Black 16, White hanes at 'b' in sente and wins anyway.

Black 17 is forced. White 18 then decides the game, though Black is actually given the coup de grace by 28 and 30.

Black 35. Black could capture White 30 and 32 by following Dia. 11, but this also loses.

White 36 and 38 are perfectly timed. If Black 39 at 1 in Dia. 12, Black cannot save both his centre stones and the corner group.

Until Otake made his slip with 94 in Figure 3,

this game had looked like being a masterpiece for him. He was lucky to be saved by even worse slips by Cho, who, as usual, was fighting a second opponent, the clock. (Although he started out at the same pace as Otake on the first day, he soon went way ahead in time consumption on the second.)

Black resigns after White 140.

Time taken. White: 6 hours 49 minutes

Black: 8 hours 58 minutes

(Adapted from a commentary in the Asahi newspaper.)

Game Three

White: Cho Chikun

Black: Otake Hideo

Played on 3, 4 October 1984 in Takarazuka City, Hyogo prefecture. *Commentary by Rin Kaiho.*

Many players are agreed in regarding the third game as the key game of a seven-game series. Otake has commented that 'in the first game you compete to see who has more nerve, in the second you start to get into the swing of it, then from the third game the real fight begins.'

According to Rin, who has appeared in more seven-game series than anyone else: 'Even though you win the first and second games, the conditions are equal psychologically if you lose the third. If the score then becomes 2-2, the person catching up has the edge.'

Ishida Yoshio, another veteran of top title matches, comments: 'It's easiest on you emotionally to go in seesaw fashion, winning one, losing one, winning one. If you win two or three in a row, you become very uneasy wondering when your luck's going to run out.'

Be that as it may, there are no signs of uneasiness in Otake's play in the game below.

Figure 1 (1 - 33). *Cho's thin fuseki*

White 10. A change from the predominant high pincer at 'a'.

White 12. White 'b' would be more solid, but, with the top left corner open, just a little slack. If 2 were on the 3-3 point, then 'b' would be just right.

White 14. Natural, since Black declined to make the Black 'c' - White 'd' exchange, but White's position is undeniably a little thin. Getting a base with White 'e' might be better.

Incidentally, Cho played this fuseki unusually fast. After 15, Otake had taken 20 minutes to

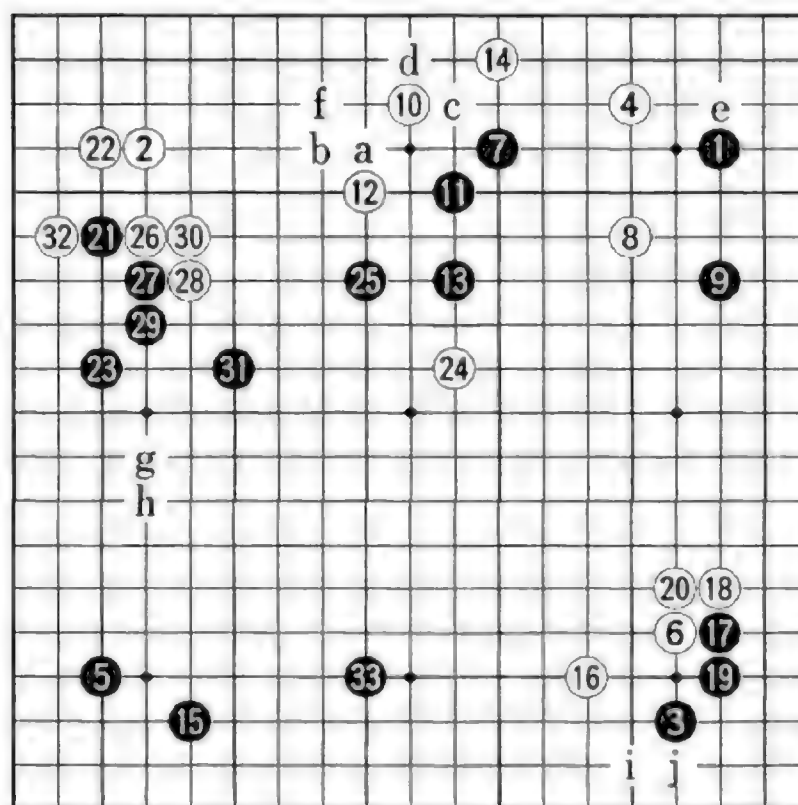
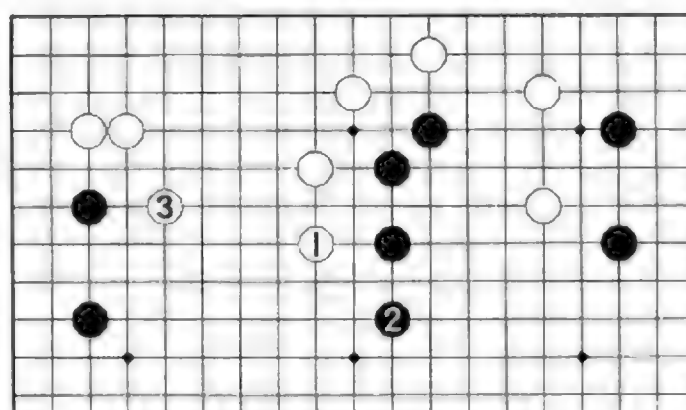


Figure 1 (1 - 33)



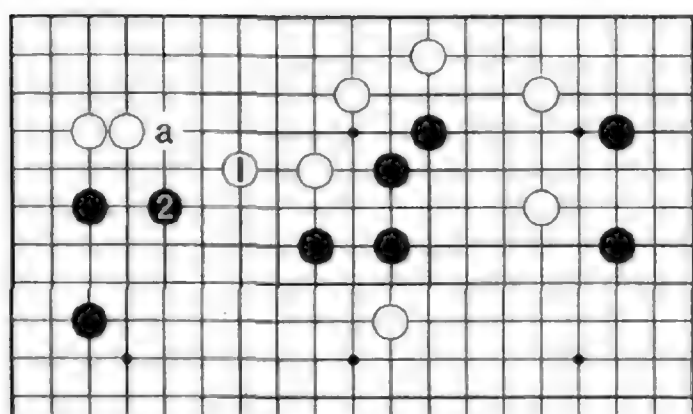
Dia. 1

Cho's 18 - quite a contrast to the last game of the 1983 Honinbo title, when Cho and Rin took a whole day to play 17 moves.

Black 23. Black 30 instead, to limit White's moyo, looks tempting, but in a sense Black would be happy to see White try to surround the top, as he could then aim at the serious defect in his shape at 'f'.

White 24 was the first move that Cho spent a lot of time on (27 minutes); ironically it was the move he regretted most in the game - he even called it the losing move. He wished that he'd followed Dia. 1; Otake was glad he didn't. The latter was at a loss as to what his best continuation after Dia. 1 would have been. He said that he had considered 'g' and 'h'. Cho responded that in that case he would probably have exchanged 'i' for 'j', then extended to 33.

The aim of 24 was presumably to induce Black 25, which in turn makes defending the top, with 1 in Dia. 2, for example, natural. However, Black instantly answers at 2, a kind of probe. White can hardly add another stone at the top, but then Black is left with the disturbing aji of 'a'. Rin surmises that Cho changed his mind about



Dia. 2

playing 1 in Dia. 2 when he realized how disagreeable Black 2 would have been. One of the main themes of this fuseki is the flimsiness of White's structure at the top despite the large investment of stones there.

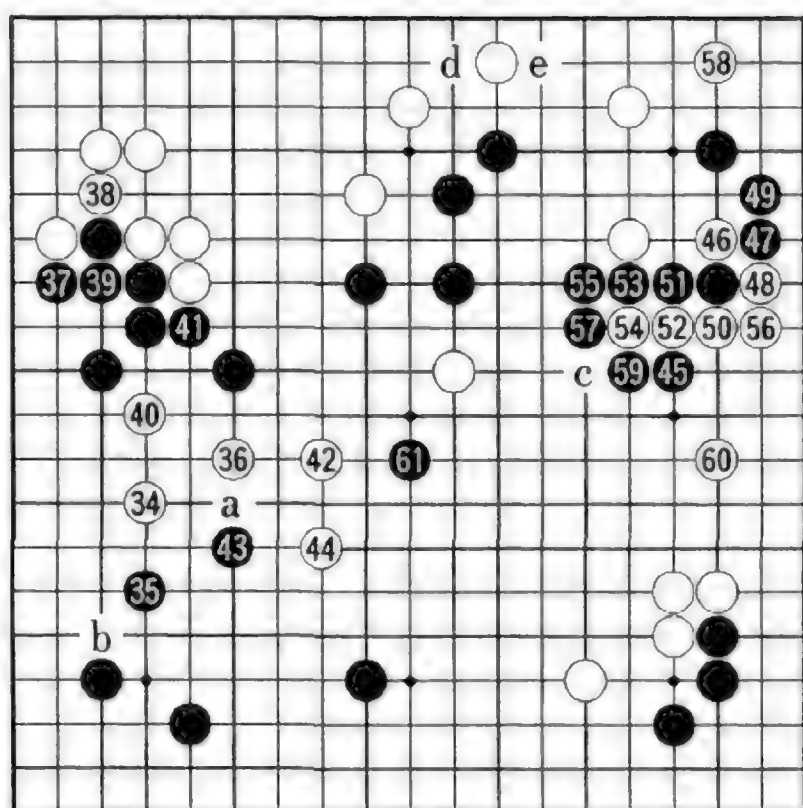


Figure 2 (34 - 61)

Figure 2 (34 - 61). Cho's hallucination

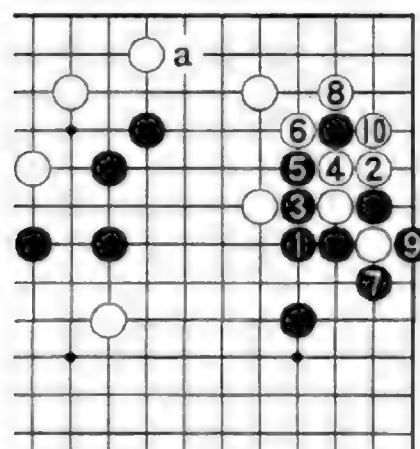
Black 35. If Black caps at 'a', White will settle himself by attaching at 'b'.

Black 43. The vital point.

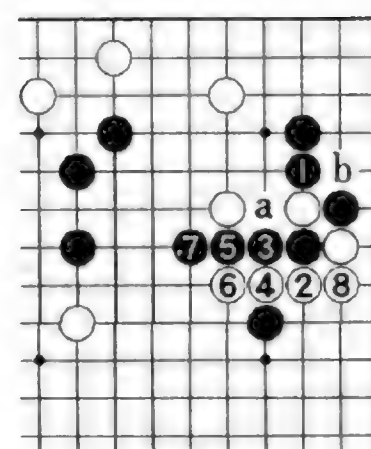
Black 45. The proper move (honte) is Black 52, but Otake is inviting White to play 46 and 48.

Black 49, the sealed move, took the players following the game by surprise. They had expected Black 1 etc. in Dia. 3, but perhaps White gets too big a corner this way, besides eliminating his weakness at 'a'. For 49, it is also tempting to give atari at 1 in Dia. 4. The moves to 8 are forced, after which White 'a' will be sente, forcing Black 'b'. In view of that, it is obviously better to play at 'b' to begin with.

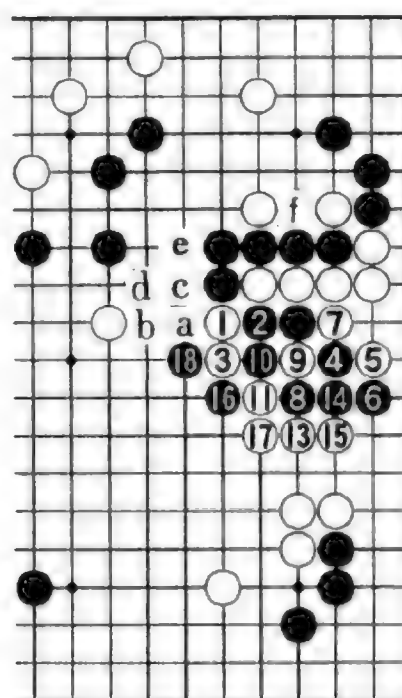
Incidentally, the time consumption for the first day had reverted to the usual pattern, with Cho, on 4 hours 3 minutes, ahead of Otake (2 hours 59



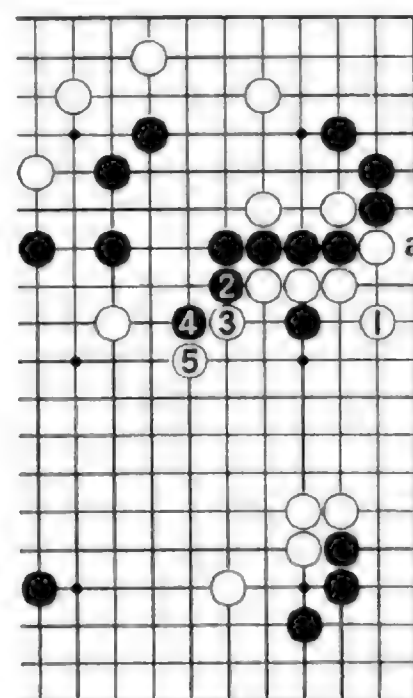
Dia. 3



Dia. 4



Dia. 5 12: connects



Dia. 6

minutes).

Black 57. When Otake played this move, Cho stopped in surprise. He had planned to hane next at 'c', but suddenly he realized that he had been hallucinating. See Dia. 5.

Dia. 5. If White 1, Black cuts at 2. If 3, then Black 4 is very severe. White can try to fight a semeai with 5, but after the sequence to 15, Black gets a ladder with 16 and 18. The ladder follows with White 'a', Black 'b', etc. The probable source of Cho's misreading was a confusion with Dia. 4: if White can play 'f' in sente (as in Dia. 4), then White 'e' becomes atari, so he escapes from the ladder.

If Dia. 5 does not work, then White had to play 56 at 1 in Dia. 6, as then White 3 and 5 are possible. The drawback is that he loses two points to Black 'a', but being able to play 3 and 5 would more than compensate for that.

White changes course with 58, but Rin comments that he would prefer to push through at 59, inferior though that may be to the hane. Of course, if White does play 59, Black can attack at the top with the 'd-e' combination, so White is in bad trouble however he plays.

Black 61 is the vital point, splitting White and seeking to defend the cutting point to the left of



Otake confounds all the predictions by sweeping to a three-game lead over Cho after the latter plays one of the worst games of his career in the third game.

59. From here on, Black's moves flow freely and naturally, while White has to strain and stretch to find moves that work. That in itself is ample evidence that Black is ahead.

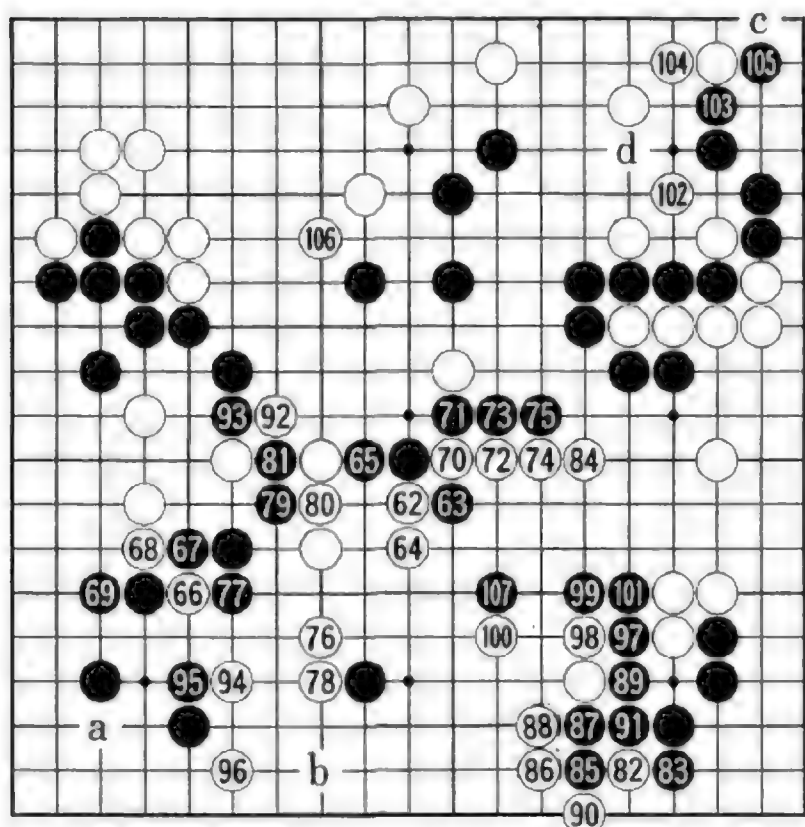


Figure 3 (62 – 107)

Figure 3 (62 – 107). A fiasco for Cho

White 66 loses points but keeps sente. If White simply defended in the centre, Black would connect with 72 and the game would be over. After 69, White has lost the aji of 'a', but by cutting at 70 he can try to seize the initiative.

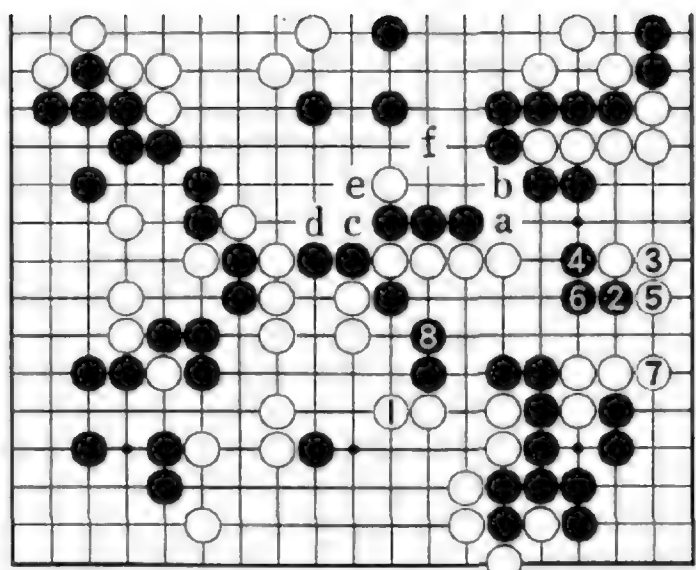
White 76 – 81. Black is happy to simplify by making this exchange (furikawari).

White 96. White 98 is necessary, but then Black would slide to 'b'.

White 106. If at 'c', Black captures three stones with 'd'.

Cho resigned after Black 107. White must answer at 1 in Dia. 7, but then he has no good answer to Black 2. Black forces White to link up on the second line, then captures the centre four stones. The aji of White 'a', Black 'b', White 'c' is squelched by Black 'd', White 'e', Black 'f'.

At 107 moves, this was probably one of the shortest losing games of Cho's career. After a thirty-minute review, Otake left the room, followed shortly afterwards by the spectators, but



Dia. 7

Cho remained seated before the board. The two game recorders stayed with him for forty minutes before they ran out of patience. Left alone, Cho sprawled on his side and did not move for a further thirty minutes (according to the hotel maid). To reconcile himself to having played so badly could not have been an easy task.

White resigns after Black 107.

Time taken. White: 7 hours 4 minutes

Black: 4 hours 28 minutes

(Adapted from the Asahi.)

Game Four

White: Otake Hideo

Black: Cho Chikun

Played on 17, 18 October 1984 in Shuzenji, Shizuoka prefecture. *Commentary by Rin Kaiho.*

Figure 1 (1 – 43). *Cho starts an early ko fight.*

White 2. The first time in the series that 2 was not played on the star-point. Otake spent 22 minutes making up his mind to diverge.

Black 11 instead of 15 is an unusual strategy. White could counter by playing 14 at 28, forcing Black 27, then making a pincer at 'a', but this does not seem to work well (Black 'b' is severe), so he answers docilely and lets Black have his way.

Black 23 is a surprising move: it decides the nature of this game. The 'normal' move is Black 24, after which White would not defend at 23 but would probably invade at 'c' or 43; if then Black 23, White would extend to 'd'. However, that seems quite acceptable for Black.

Black 27. Connecting at 20, letting White connect at 'b', would be too good for White. The whole point of Black's strategy is to cut at 'b' and play a ko. However, if he starts the ko immediate-

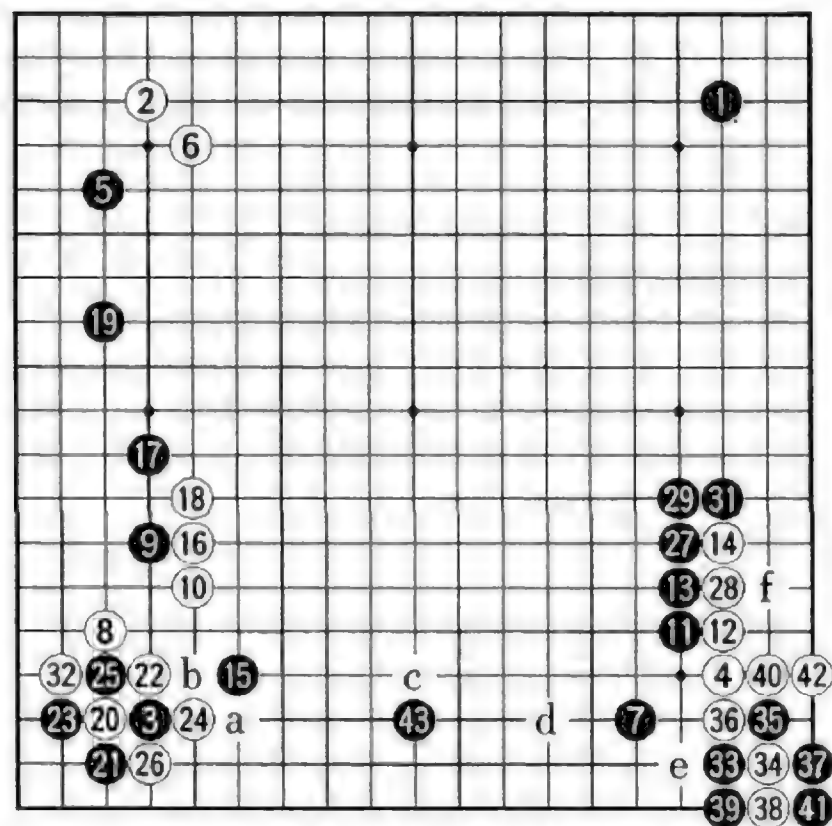


Figure 1 (1 – 43)

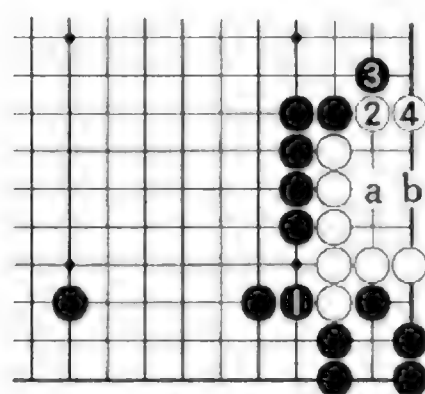
30: at 20

ly, then pushes through at 28 as a ko threat, White might ignore him, as he would have the aji of 'e' in the corner.

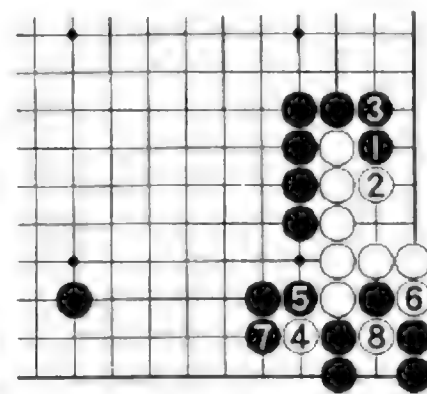
White 28. If at 31, then the exchange for 27 becomes very bad for White if he lets Black play successive moves at 28 and 'f' in the ko fight.

Black 33. This corner profit is Black's compensation for the ko. Note that White is alive after 42. If Black 1 in Dia. 1, White lives by making the 'comb' shape with 2 and 4 (if Black 'a', White 'b' and vice versa). If instead Black hanes at 1 in Dia. 2, White captures three stones in the corner.

Professional opinion on the result to 43 was divided. Cho thought that the double ponnuki on the left was terrible for Black, while Otake thought that Black was ahead. The comments of the players themselves cannot always be taken at face value. If you divide their assessments by two, you get Rin's evaluation, which is that the game was even. However, Sakata Eio, who gave a public commentary on the game at the Nihon Ki-in, thought that White was ahead; he had disapproved strongly of Black's play in the bottom left corner,



Dia. 1



Dia. 2



During a break in play, Iwata (the referee), Otake and Cho relax in the garden of the Sekitei Inn, where the game was played.

beginning with his hane at 23.

Figure 2 (44 – 100). *Failing to attack the moyo*

White 62. The sealed move. On the first day Otake took 1 hour 50 minutes to Cho's 4 hours 15 minutes.

White 72 is thick but just a little slow. Reducing Black's moyo by jumping to 80 is more urgent.

White 74 is bad: jumping into the moyo at 'a' is obviously the only move. That move has good follow-ups at 'b' and 'c'. When Black plays 75 to 79, he goes ahead in territory, so 74 is the losing move. Otake seems to have underestimated the potential of Black's moyo.

White 82 shows that White has woken up to

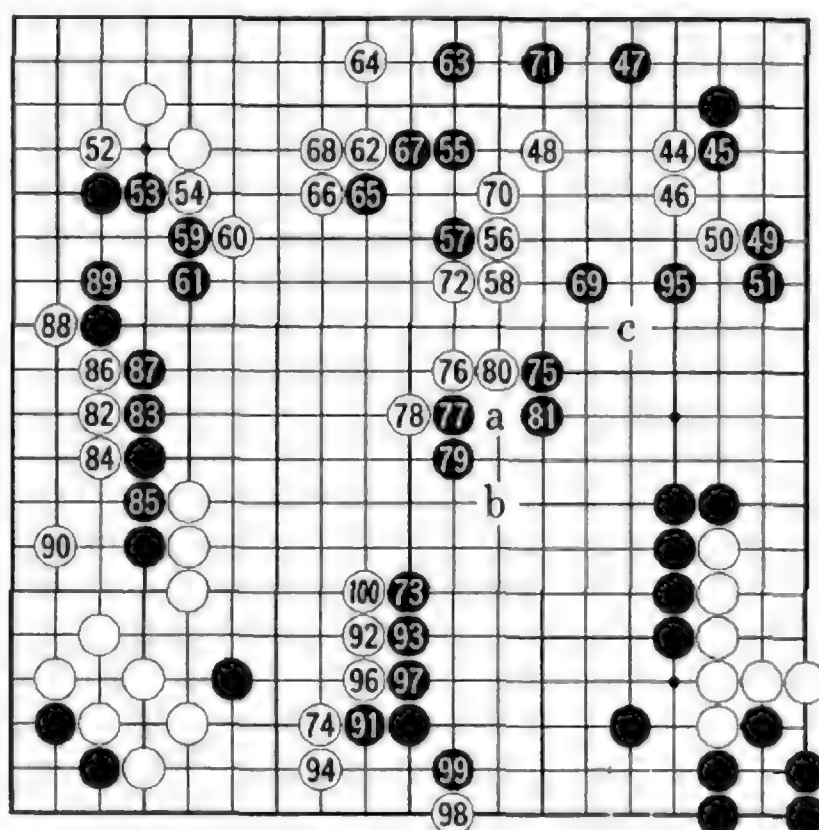
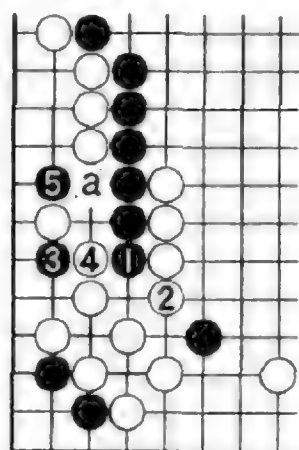


Figure 2 (44 – 100)



Dia. 3

the gravity of the situation, but Cho answers the invasion carefully and accurately. White's shape after 84 to 90 is a little thin: he is handicapped by his weakness on the side. If Black plays 1 in Dia. 3, White cannot answer at 2 because of Black 3 and 5.

Black 91 – 95. Black is trying to wind up the game. After 95, he is about ten points ahead on the board.

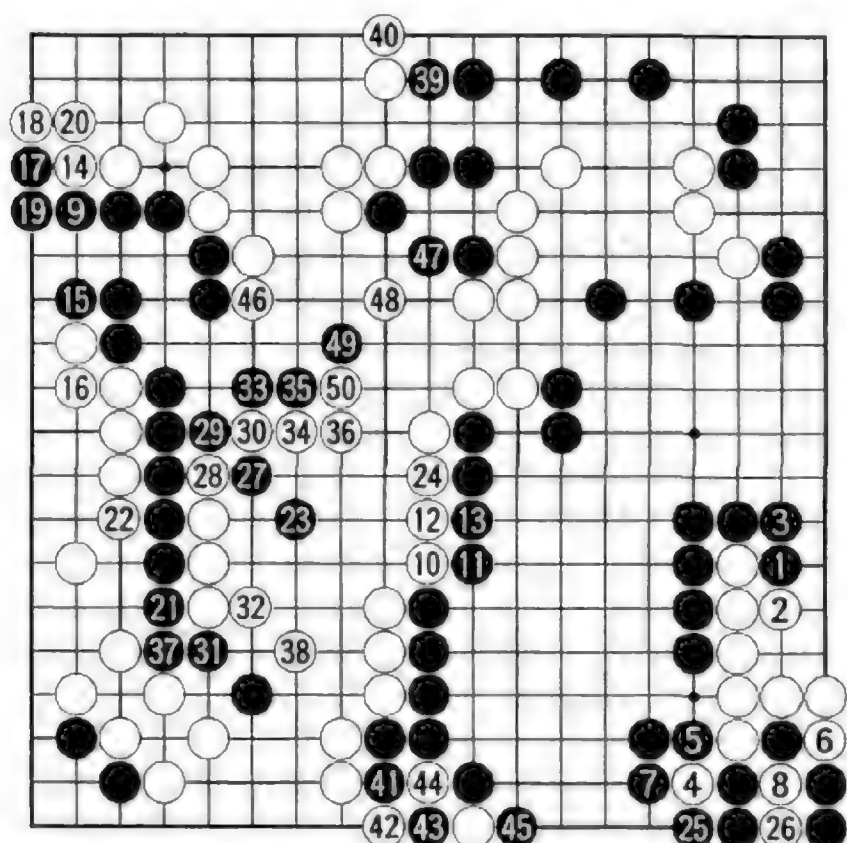


Figure 3 (101 – 150)

Figure 3 (101 – 150). *Not quite an upset*

Black 23. Black 24 would be simpler, but, as always, Cho plays all out. Otake plays with equal fierceness with 24, which aims at capturing 23.

Black 27. Safer to hane at 31 first; if White cut at 37, Black could then play 27. Cho was alarmed by 28, but despite being in byo-yomi he managed to contain the damage with 29 to 37. He lost points but not enough to endanger his lead.

Figure 4 (151 – 208). *Beginning of the fightback*

This game marked the turning point in Cho's

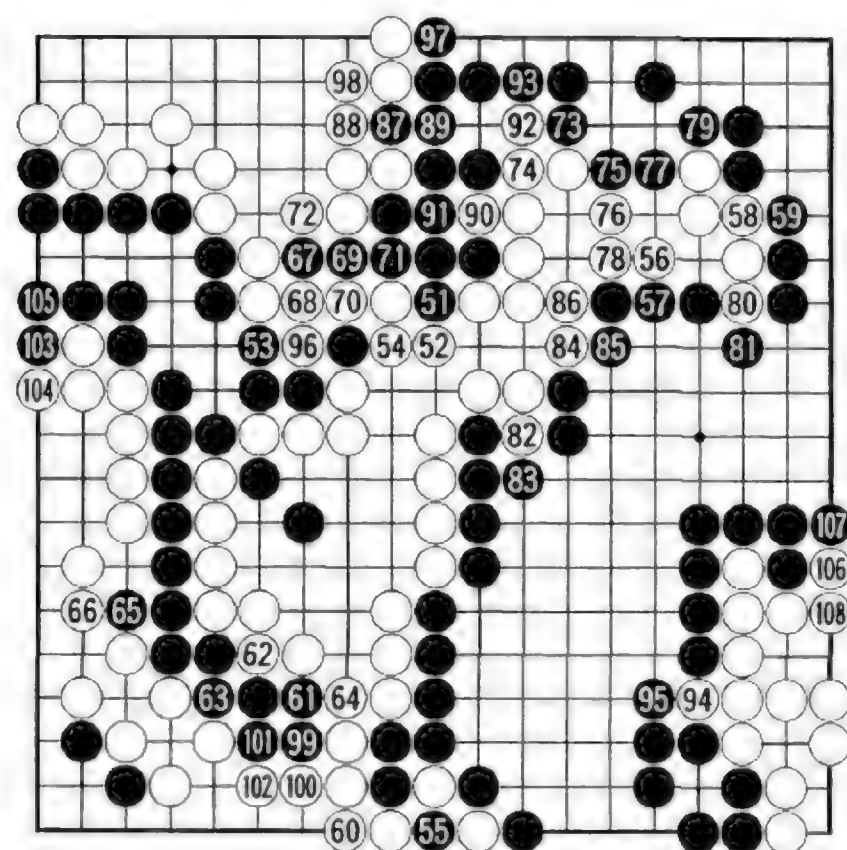


Figure 4 (151 – 208)

fortunes. Since the beginning of August he had been suffering from a slump, winning only one out of eight games, including the first three Meijin title games, so this victory, together with a win over Kato in the Judan tournament the week before, must have gone a long way towards restoring his confidence.

For Otake, this game represented a crucial missed opportunity. If he had taken Cho's moyo potential more seriously and reduced it with 74 in Figure 2, he would have had a very good chance of taking the Meijin title.

Black wins by 1½ points.

Time taken. White: 4 hours 59 minutes

Black: 8 hours 59 minutes

(‘Kido’, December 1984)

Game Five

White: Cho Chikun

Black: Otake Hideo

Played on 24, 25 October 1984 in Ito City, Shizuoka prefecture. *Commentary by Ishida Yoshio.*

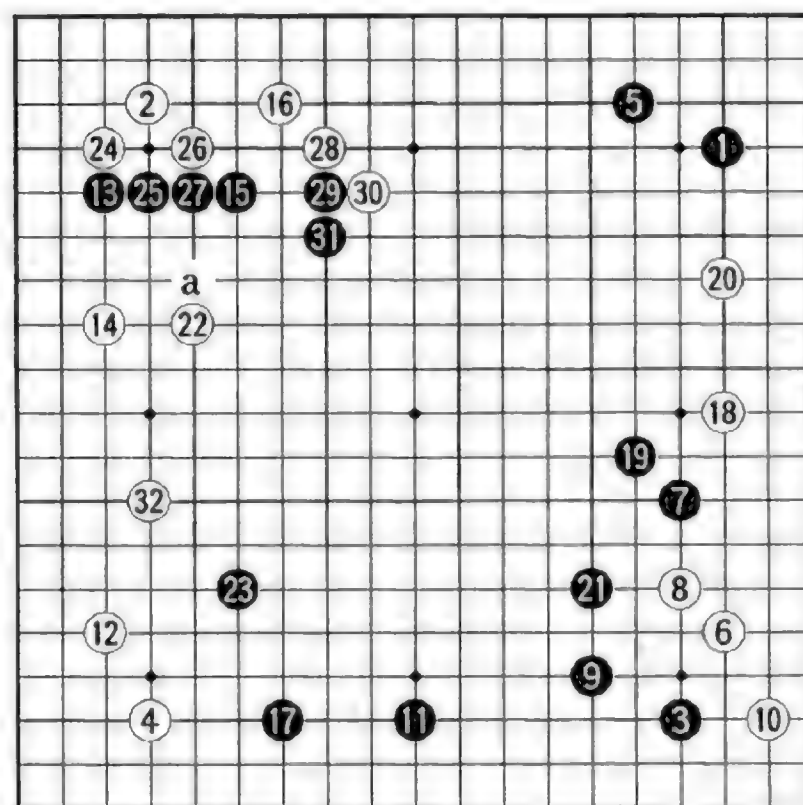


Figure 1 (1 – 32)

Figure 1 (1 – 32). *A slow start*

Black 1 – White 4. Four komokus (3–4 points) is a little unusual in recent games. Overall, this fuseki is classical in style, as seen also, for example, in the low pincer at 14.

White 22. Cho took 65 minutes to choose between this and the more usual keima at ‘a’. After Black took the superb point of 23, he then spent a further 86 minutes on 24, a move one would play without thinking in a haya-go (fast game). Cho

also took 46 minutes on 28 and 48 minutes on 32, so he had reverted completely to his usual slow pace after speeding up a little from the second game on.

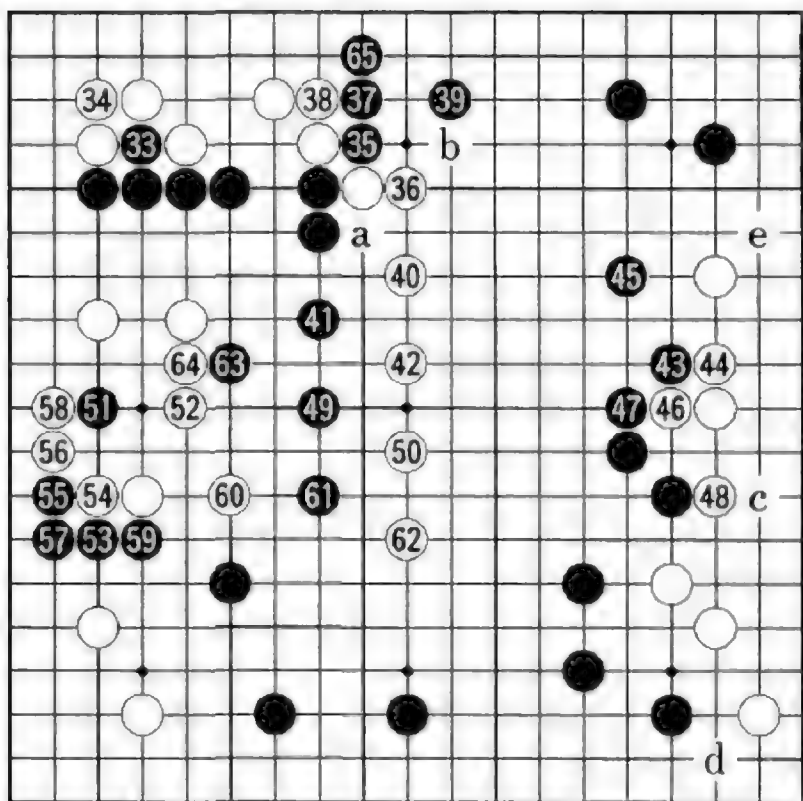


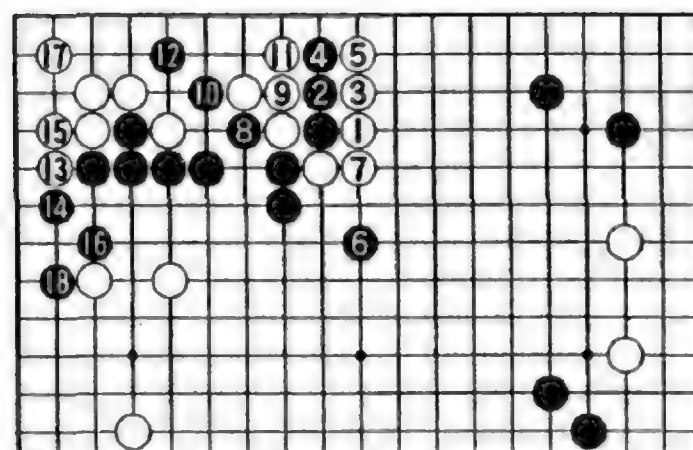
Figure 2 (33 - 65)

Figure 2 (33 - 65). Inconsistent strategy

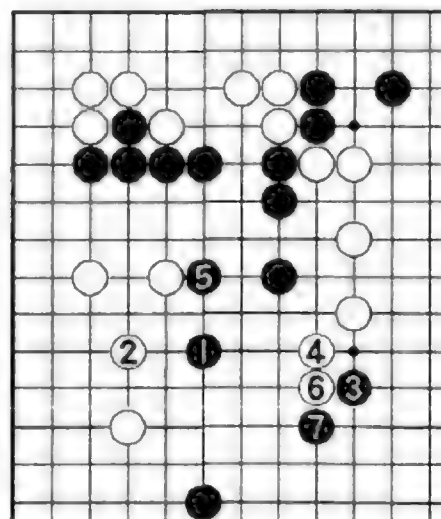
Black 33. Otake spent 109 minutes on this, the sealed move. That made his time consumption for the first day 2 hours 16 minutes to Cho's 4 hours 56 minutes. With 33 Black is deciding his course for the game: his main alternative to starting a fight with 33 and 35 is building up his moyo with Black 60 (Cho would then have to choose between defending at 52 and pushing down at 'a'). Most of the professionals following the game expected Black 60, as it would have been more in keeping with Otake's strategy so far.

White 36. White has a reason for not trying to capture Black 35. If at 1 in Dia. 1, Black sacrifices three stones, enabling him not only to break through at the top but also to break into White's left-side territory.

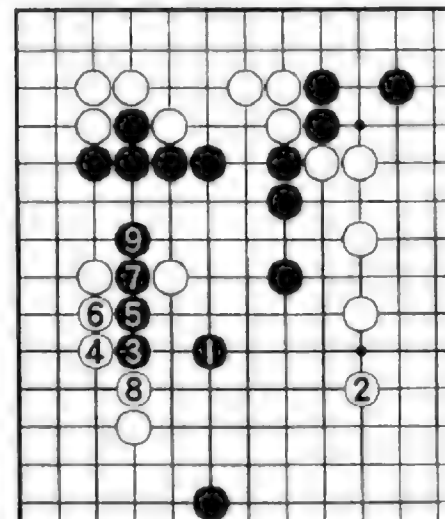
Black 43-47. Black is aiming at the centre white group, but White is confident he can look after it, so he takes profit up to 48. Since 'b' is sente, the white group is stronger than it looks. Ishida Yoshio, worried about Black's lack of territory, commented that he would have preferred to play 43 at 'c'; if White 'd', he could then cap at 45, forcing White 'e'. Ishida Akira approved of 43 to 47 but thought that attacking White's territory with 49 and 51 was inconsistent. He suggested attacking with 1 and 3 in Dia. 2. If



Dia. 1



Dia. 2



Dia. 3

White answers 1 in the centre, as in Dia. 3, Black builds excellent thickness with 3 etc.

White 62 cancels out whatever gains Black made on the side.

Black 65. Black decides that he can't do anything in the centre so long as he has the bad aji at 'b'.

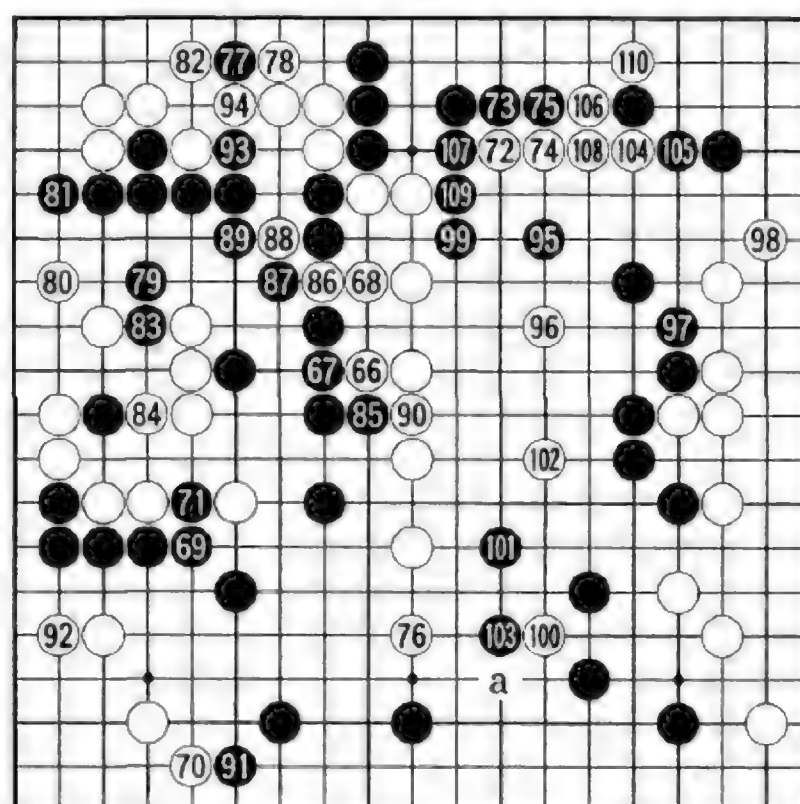
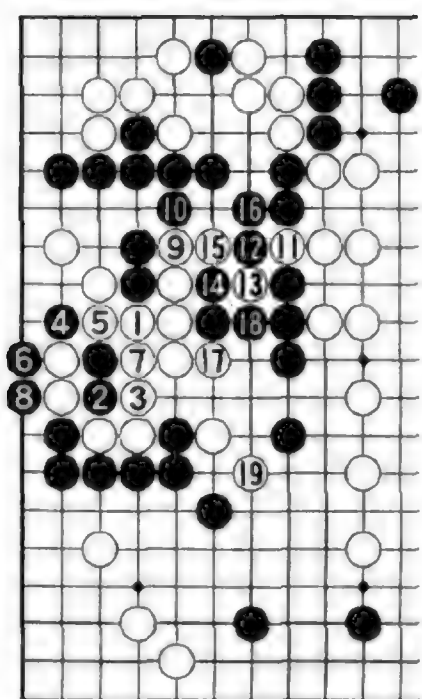


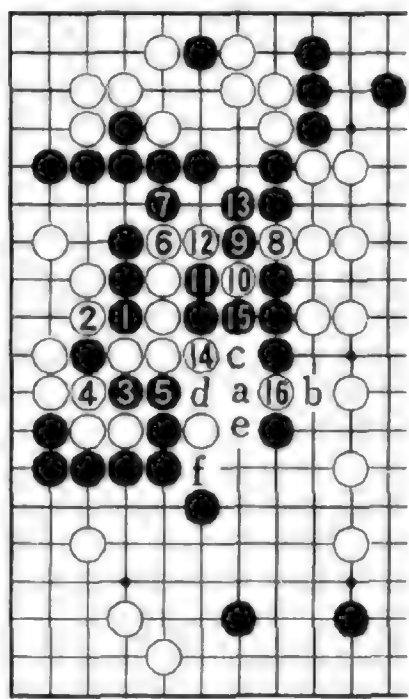
Figure 3 (66 - 110)

Figure 3 (66 - 110). A clever makeshift

White 84-90. Some complicated give-and-take is concealed behind these moves. First of all, Cho



Dia. 4



Dia. 5

made an oversight when he played 84: the correct move is 1 in Dia. 4.

Dia. 4. If White 1, Black might attack White's eye-shape with 2 to 8, but White can cut with 9 to 15, making 17 sente, then move out with 19. Black now seems to be in bigger trouble than White, so this attack is unreasonable.

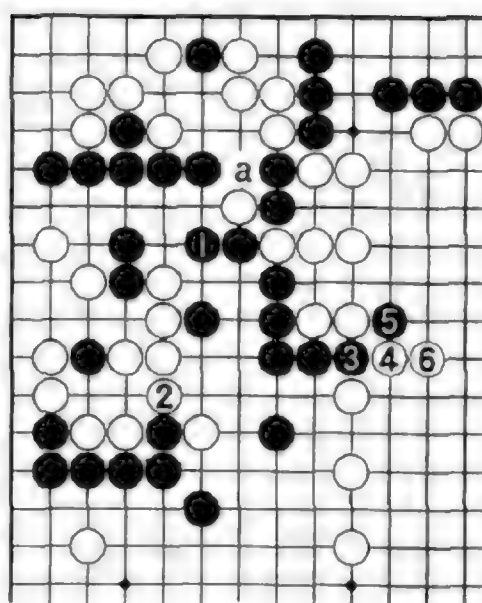
Things are a little different with 84, however. Black now attacks with 1 to 5 in Dia. 5. White plays the same sequence to 14 as before, but the presence of 5 makes a big difference. Fortunately for him, White can save his group with the tesuji of 16 (Black 'a' to White 'f' follow, with White escaping). The drawback is that if Black first defends against the wedge at 16 by attacking the centre white group, then White will lose his only escape route. That, of course, is the aim of 85: White seems to be in bad trouble.

White 86 and 88 are a very clever makeshift. If Black plays 1 in Dia. 6, White secures life on the side with 2. If Black then cuts with 3 and 5, White has some insurance at 'a', so he can afford to fight in the centre with 6. Black doesn't like his prospects in this fight, so he captures with 89.

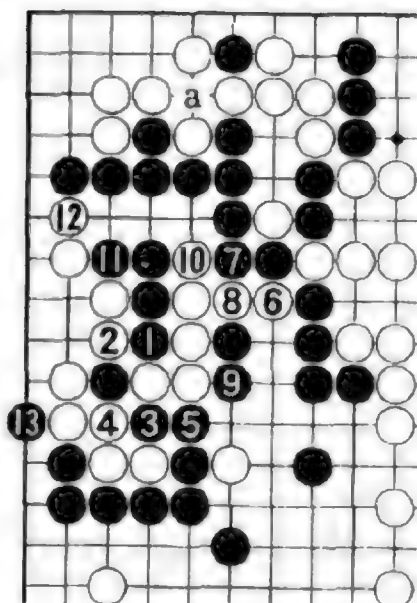
White is now able to connect at 90. Black can still destroy his second eye with 1 to 5 in Dia. 7, but now White can cut with 6 and 8, so a semeai follows. The result is a ko at 'a' (the 93–94 exchange has been made in this diagram). The players agreed that Black couldn't afford to start this ko.

White 92. With all his groups looking secure, White's territorial lead is confirmed. Black will have trouble giving the komi.

White 100. Just when the game seems to be



Dia. 6



Dia. 7

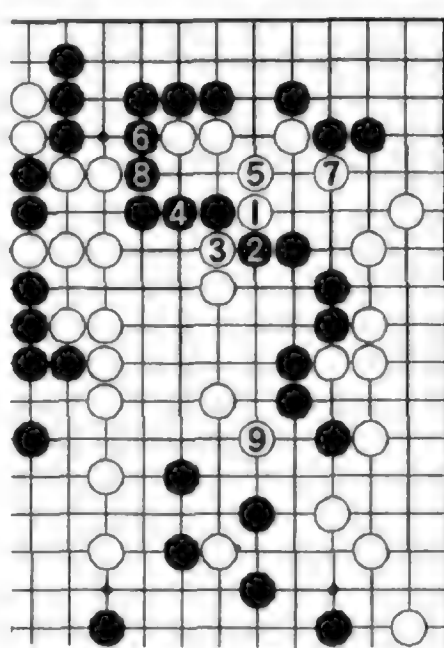
winding down, this overplay starts the real complications. White 100 should be at 101; if Black 'a', White defends at 102 and the game is over; if instead Black plays 102, then White counters with the peep at 100. Black 101 is a severe counterattack.

White 106 is the serious mistake: this move is an inexcusable 'detour' that could have cost Cho the game. White should seek immediate life for his group by attaching at 1 in Dia. 8. If Black resists by connecting at 4, White links up with 5 and 7, then cuts off the black group below with 9. That means that 4 is unreasonable, so Black would have had to let White settle his centre group.

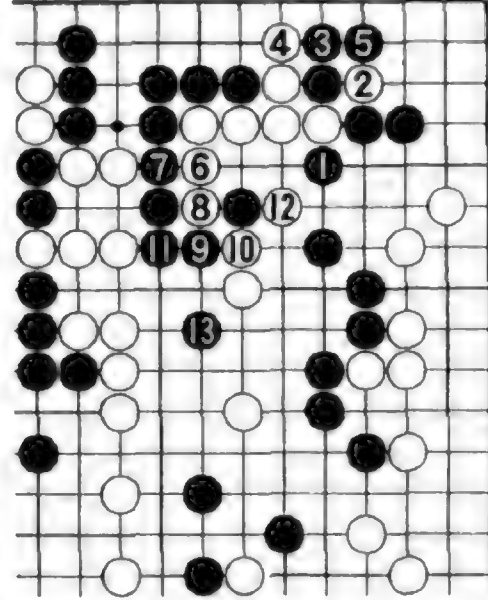
Cho was startled by Otake's counterattack at 107, but the latter let slip his opportunity with 109. Cho was worried about the hane at 1 in Dia. 9.

Dia. 9. The best White can do is to play 2 to 8, but after Black 9 to 13 the fight looks very bad for him: there is no way that he can save both his groups. For example —

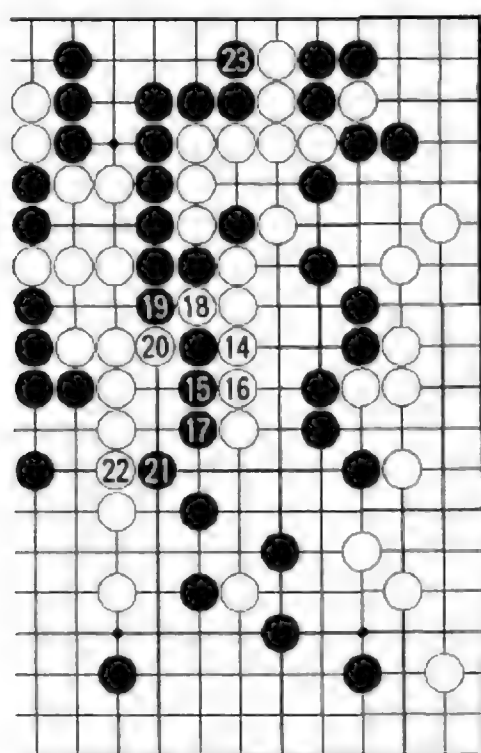
Dia. 10 (next page). If White continues with 14 and 16, then cuts, Black 21 is sente, so Black has time to secure life for his group at the top



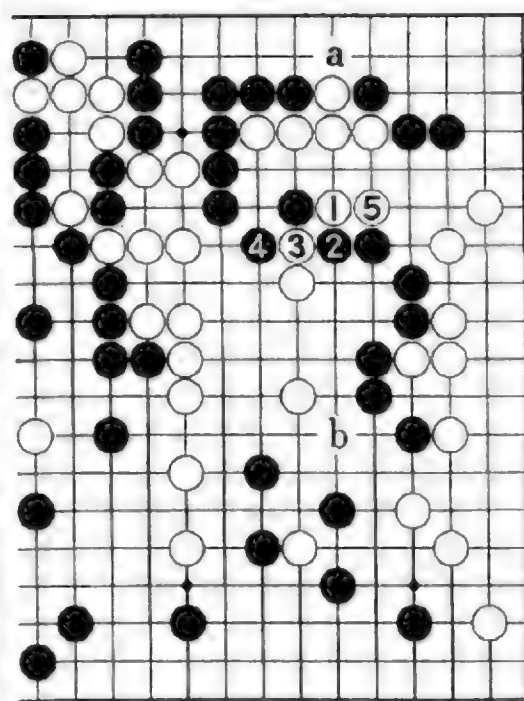
Dia. 8



Dia. 9



Dia. 10



Dia. 11

with 23.

But Cho failed to take advantage of his reprieve: with 110 he immediately let slip yet another chance to win (he was in byo-yomi, of course).

Dia. 11. Black would have had no answer to the cut with 1 and 3. After 5, he must play 'a' to live at the top, but then White captures the other group with 'b'.

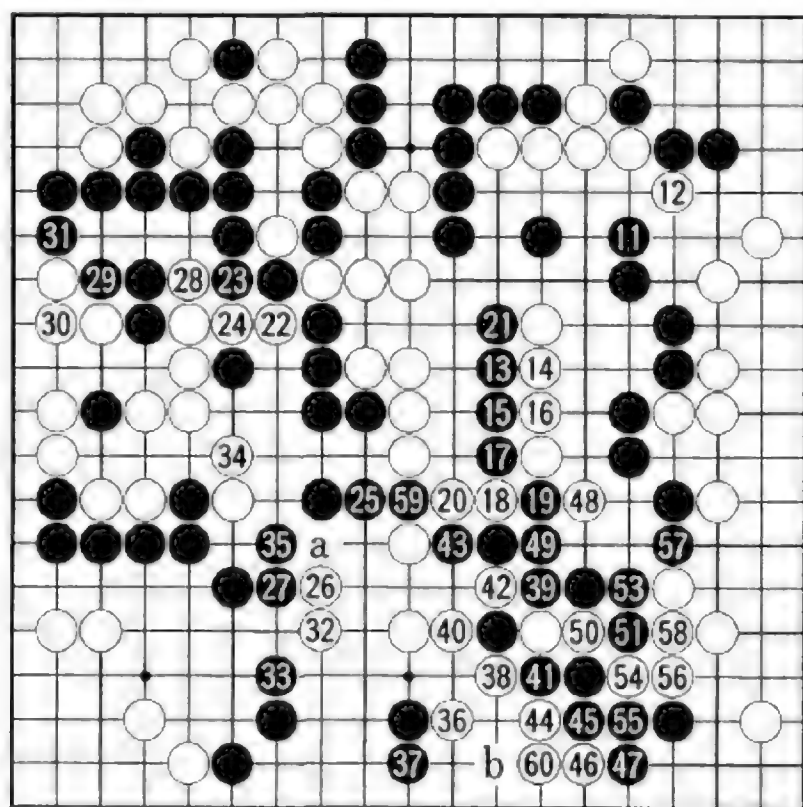
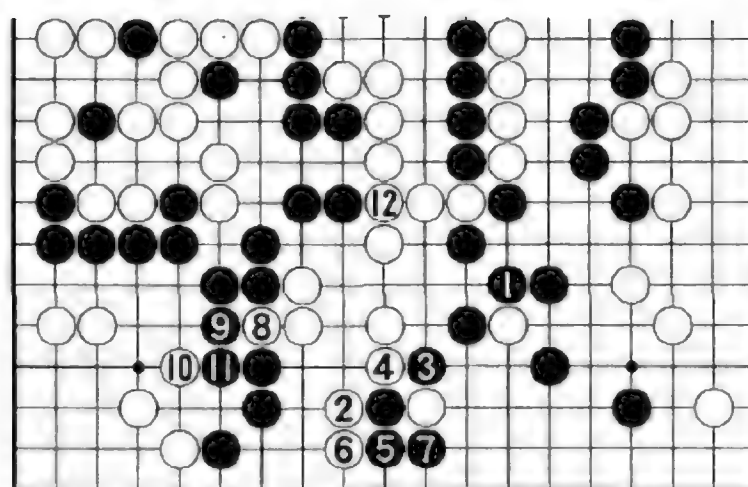


Figure 4 (111 - 160)

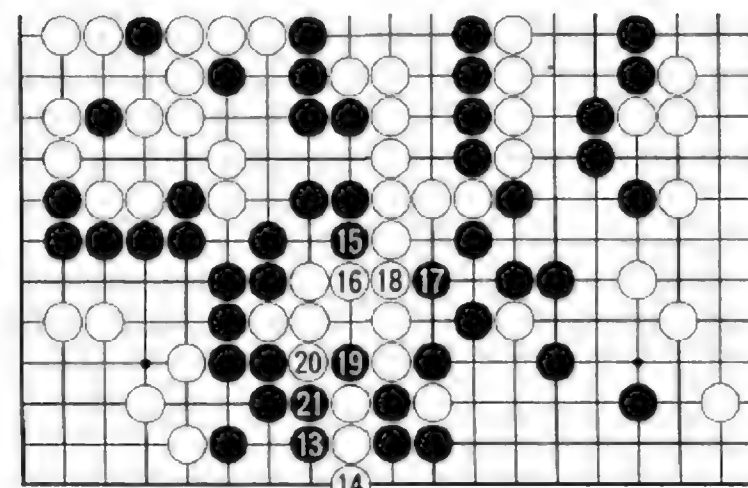
52: connects

Figure 4 (111 - 160). *More missed opportunities*

Black 11 is the vital point. Black continues with a very severe attack at 13. White switches to 22 to eliminate some of the sente moves Black has against this group, as they restrain his freedom of movement in the centre. However, he seems to be in bad trouble after Black 25



Dia. 12



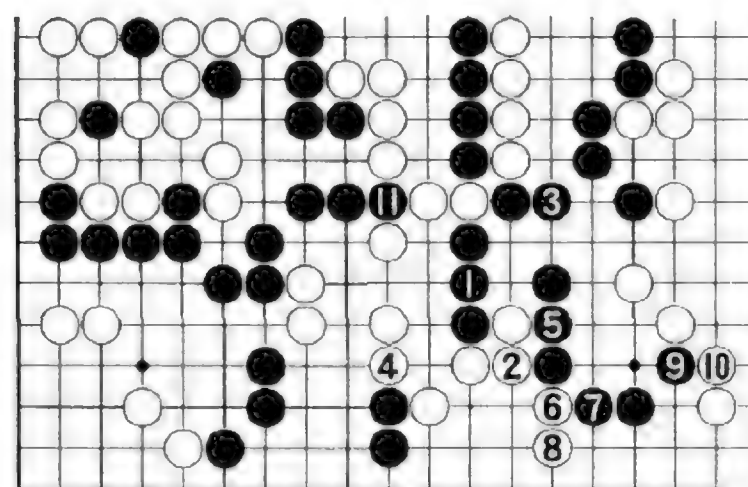
Dia. 13

(though Ishida Yoshio commented that 25 at 'a' would have been even more effective).

White 36 is a desperation measure, but with 37 Black misses his first chance (in this fight) to clinch the game. The best move is Black 1 in Dia. 12, which eliminates most of White's potential for mischief. White would have to attach at 2, leading to a semeai after 12, but —

Dia. 13. Black would probably win the fight by about two moves. It's hard to know why Otake missed this variation, which is not a difficult one for a professional, but he had speeded up his play to match Cho's, even though he had nearly five hours left. From move 107 (Figure 3) to the end of the game, Otake used only 39 minutes.

Black 39. The second slip. If at 1 in Dia. 14, Black could at least pick up half the group. Black 47. White has too many ko threats for



Dia. 14

Black to play the ko with Black 60, White 'b'. The continuation to 60 is inevitable. Black captures the top half of the group, but White compensates by capturing the black group at the bottom. The result maintains his lead.

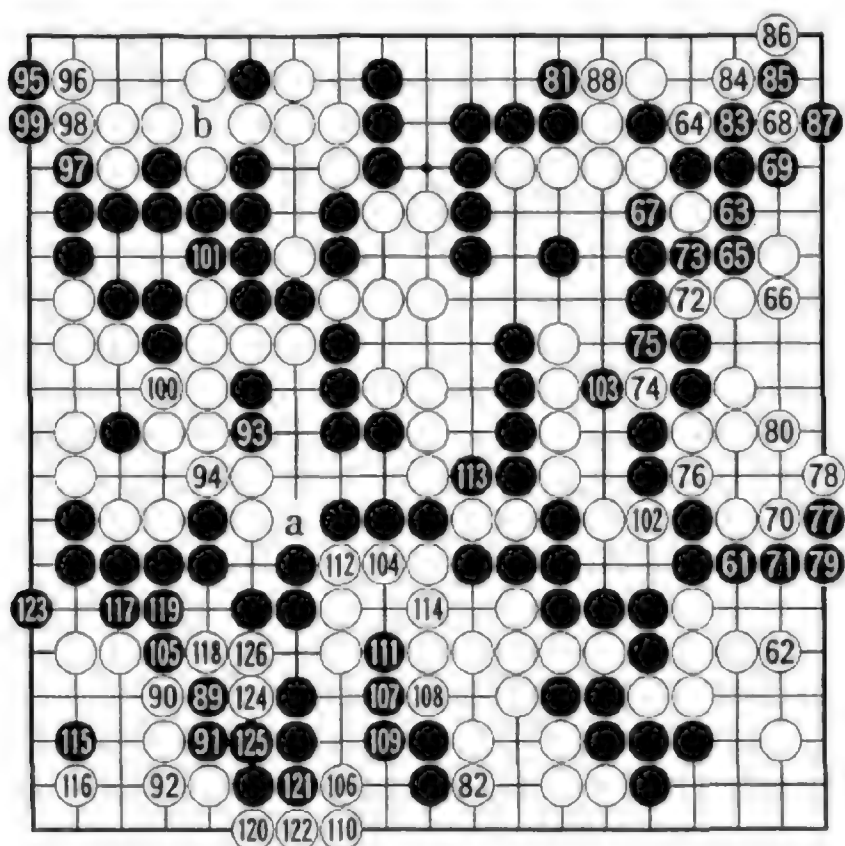


Figure 5 (161 - 226)

Figure 5 (161 - 226). The final mistake

Black 81 and 82 are miai, but the latter, with its follow-up at 106, looks a little bigger. Black therefore should play 81 at 82. White would probably then hane at 81, but that would leave Black with the sequence in Dia. 15, which would force White to add stones to take the black group off the board (semedori).

White 104. White 118 is bigger. After 105, the game is very close.

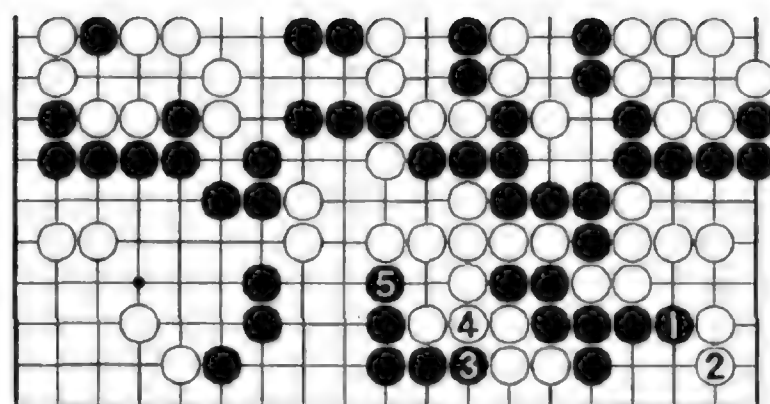
Black 111 is the losing move. Provoking White 112 leaves Black with the burden of the cutting point at 'a'. Instead of 111 -

Dia. 16. Black should play 1 and 3 (a combination discovered by Ishida Yoshio). After White 6, Black can aim at the ko with Black 'a', White 'b', Black 'c'. Instead of 4 -

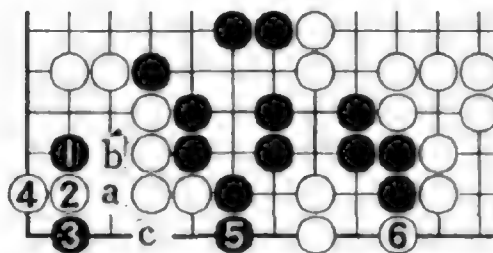
Dia. 17. If White 4 here, Black forces with 5 to 9, then switches to the ko at 'b' in the figure. The game would then be within half a point either way.

There are not many title games in which the lead changes so many times as in the latter part of this game. It may not be a masterpiece, but it had its fair share of thrills.

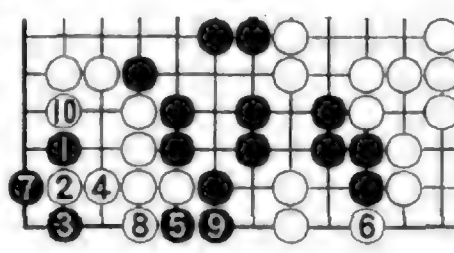
With two successive wins, Cho's fightback was now gathering momentum. Otake still had two



Dia. 15



Dia. 16



Dia. 17

chances to take the title, but the general feeling now was that the series was virtually back to even.

Black resigns after White 226.

Time taken. White: 8 hours 59 minutes

Black: 4 hours 33 minutes

(Adapted from 'Kido', December 1984, and the Asahi commentary.)



An ominous fightback

Game Six

White: Otake Hideo

Black: Cho Chikun

Played on 7, 8 November 1984 at Hakone.

Commentary by Kudo Norio 9-dan.

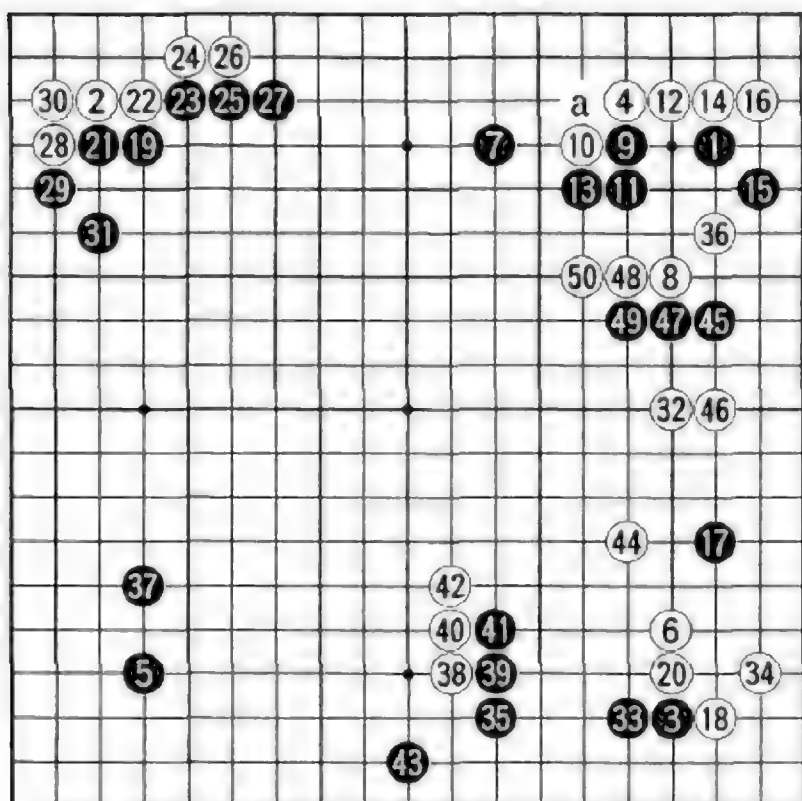


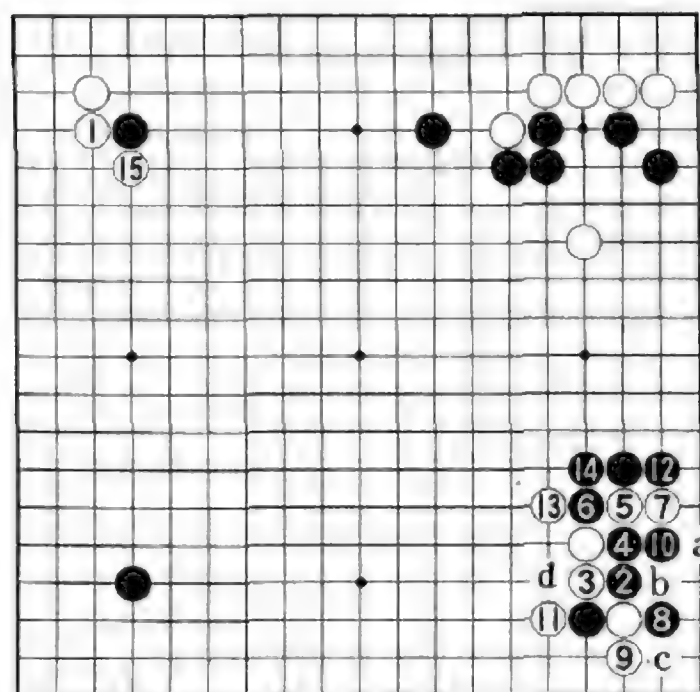
Figure 1 (1 – 50)

Figure 1 (1 – 50). Joseki considerations

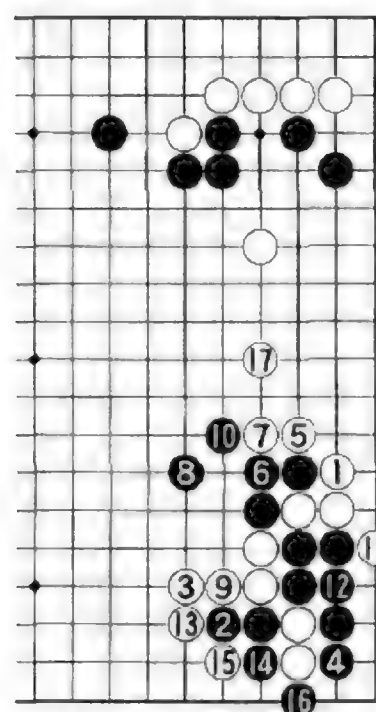
Both players took a lot of trouble over the fusesiki in this game. For once Otake made a slower start than Cho: he took 26 minutes to make up his mind to play the 3–3 point with 2, a move he rarely makes. He then spent 15 minutes on White 8, with the result that by White 12 he had gone ahead in time consumption by 49 minutes to 33. However, Cho soon fixed that by taking an extraordinary two hours six minutes on Black 13. For this move, the choice is among 13, blocking at 14, and cutting at 'a'. Kudo commented that if one were going to play at 13, one didn't need any time at all; obviously Cho spent most of the two hours analysing Black 14, but he did not reveal the contents of his analysis after the game.

White 16. In view of the fact that 36 later was not sente, White could consider peeping there before descending at 16, but this is not an easy decision to make. If the two stones (8 and 36) are later captured by Black, then White 36 obviously becomes a loss. Whichever course Black follows, peeping at 36 or refraining, he may regret it later.

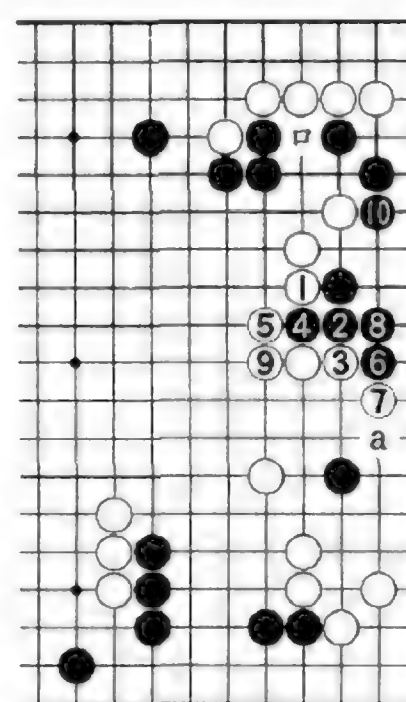
Black 19. A ladder break. If White answers at 1 in Dia. 1, Black gets an ideal result on the right side up to 14, with his three-stone wall ideally



Dia. 1



Dia. 2



Dia. 3

placed in relation to his position at the top. If White tries to prevent this by playing 11 at 12, then Black just connects at 14; if then White 'a', Black 'b', White 'c', Black gets a ladder with 'd'. After 14, White can hane at 15, but this gain is not equal to Black's gain on the right side.

If Black plays this joseki immediately, omitting 19, we get the result in Dia. 2. Since the ladder is unfavourable, Black is forced to play 2 etc., but up to 17 White tramples roughshod over the area Black wanted to make into a moyo.

White 20. White can't permit Dia. 1, so we get an unexpected result up to 31. White then takes a good point on the right with 32, but Black switches to a moyo at the bottom and on the left. In the process, he ignores the peep at 36.

White 46. The sealed move. If White blocks on top of 45 with 1 in Dia. 3, Black lives on the side up to 10. Black can still aim at 'a', so White is dissatisfied. The marked black stone, played before White had a chance to push through at 'b',

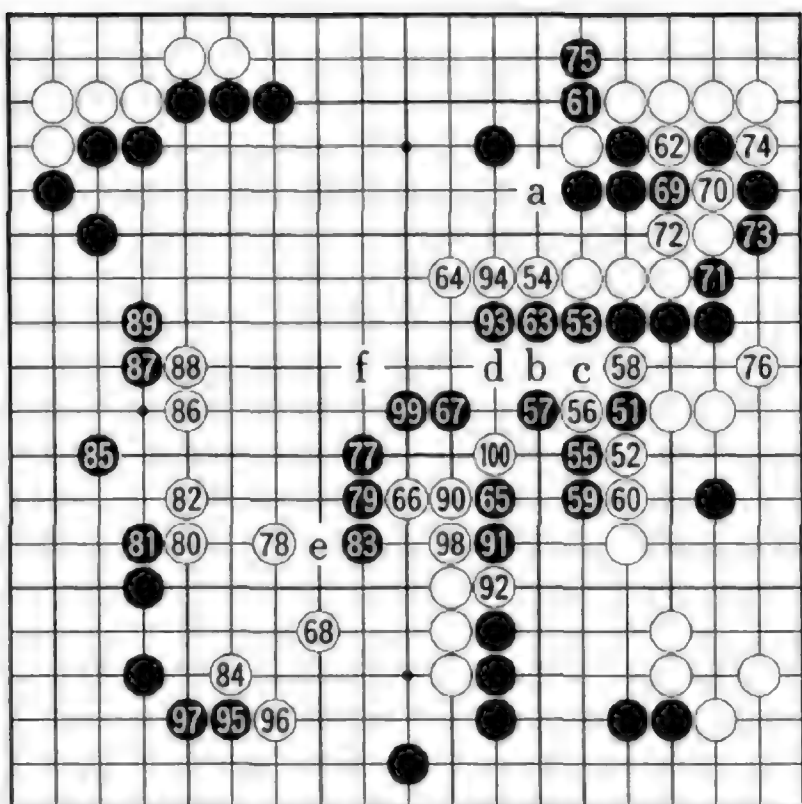


Figure 2 (51 - 100)

works perfectly this way.

Figure 2 (51 - 100). *Cho misses a chance to attack.*

Black 55. Correct style — Black gains speed compared to extending at 56. Black has to take care of this group in sente up to 59 so that he can reinforce with 61. The latter move is important, for after White 54, White 'a' becomes a serious threat. Note that if White cuts at 'b' with 62, Black will play 63, White 93, Black 'c', White 'd', Black 51, then ignore any ko threat White makes.

Black 65 and 67 not only secure good eye-making shape but also threaten the three white stones below. White has to scurry to safety with 66 and 68.

Black 75 is very big but attacking the white group below with 'e' looks better. After 76, which erodes Black's eye base, it is harder for Black to attack at 'e', for the reason that White's counterattack at 77 would then menace Black's right-side group. That is why Black attacks at 77 instead.

White 78 to 86 are moves on a grand scale: White strengthens his group without recourse to timid defensive moves. It becomes more and more obvious that Black let slip a good opportunity with 75.

Black 87. Cho went into byo-yomi.

Black 99. Should have been at 'f', according to Cho.

Figure 3 (101 - 123). *The losing move*

Black 11. If omitted, White can probably kill

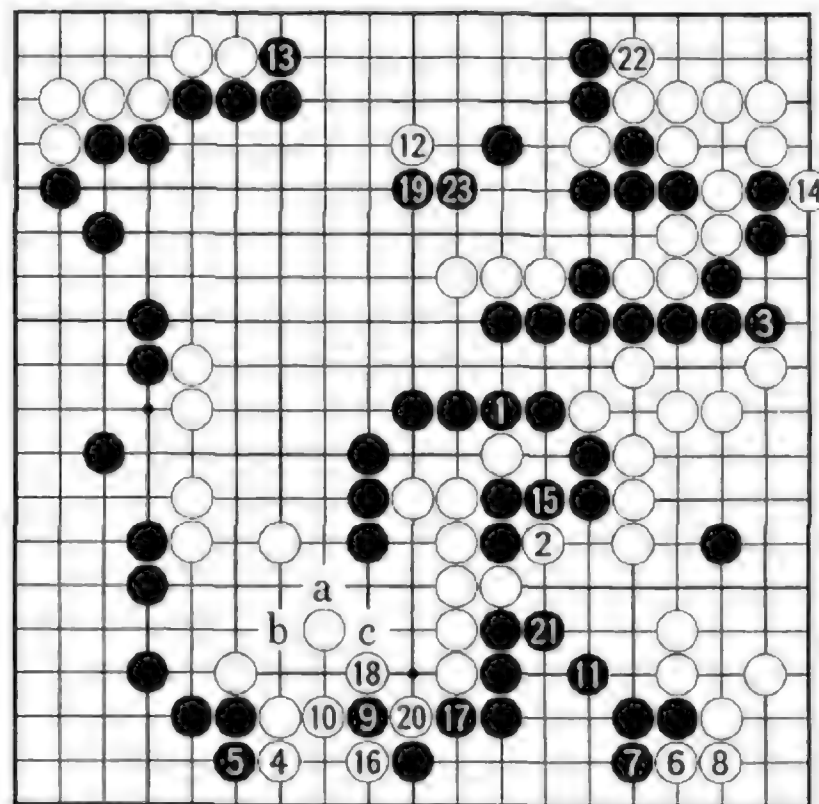
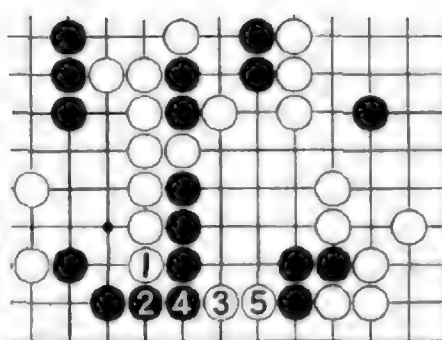
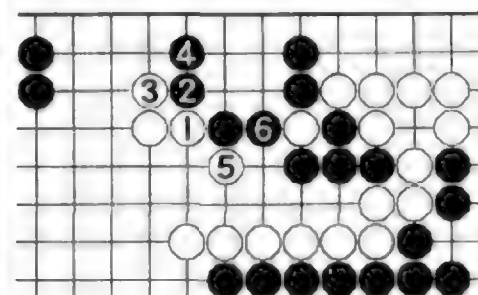


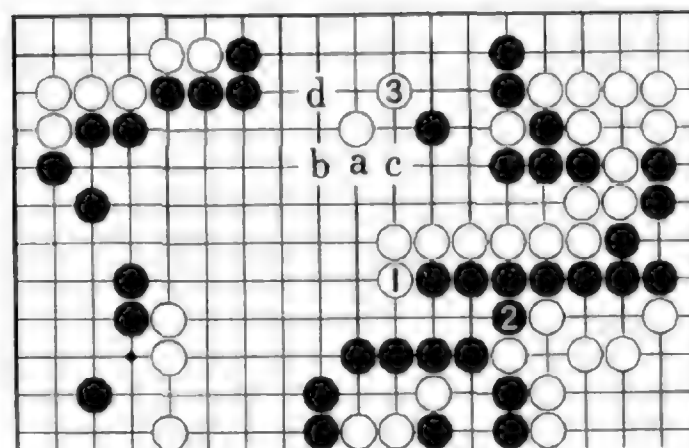
Figure 3 (101 - 123)



Dia. 4



Dia. 6



Dia. 5

him with 1 to 5 in Dia. 4.

White 14. The losing move. This move aims at attacking the eye-shape of the large group, but it would be much better to force with 1 in Dia. 5, then reinforce with 3 at the top. If next Black 'a', then White 'b', Black 'c', White 'd', and Black would have little chance of catching the group. White 14 is a 'detour'. Another reasonable alternative would be to follow Dia. 6.

Black 15. Black profits by making eye potential while rescuing semi-captured stones. This is also sente, since White has to play 16 and 18 to defend against the threat of Black 'a', White 'b', Black 'c'. Switching to 19 then secures the lead. White cannot try to rescue 12 because of the weakness of his top right group.

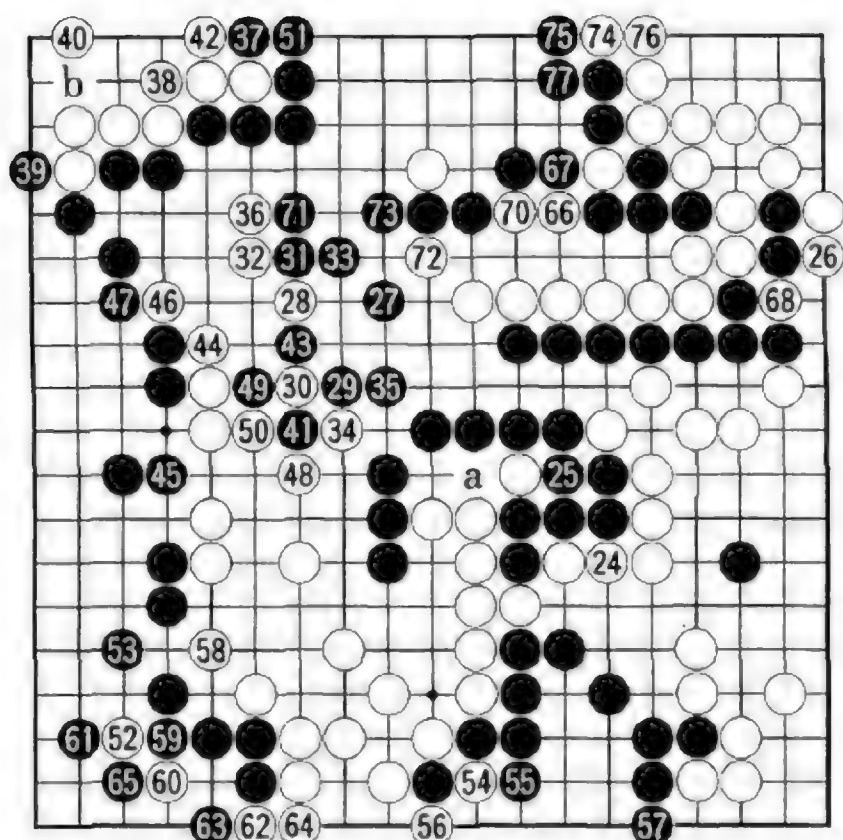
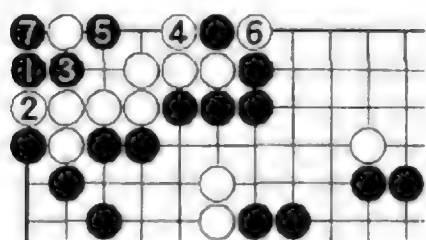


Figure 4 (124 - 177)

69: at 30



Dia. 7

Figure 4 (124 - 177). A secure lead

White plays 26 to make sense of 14 in the previous figure, but Black answers indirectly (the threat is White 'a') with 27, which further expands his area at the top. He is clearly ahead.

White 40. A strange slip: the correct answer is White 'b'. After 40, Black can kill White with the sequence in Dia. 7, so White hastily adds another move at 42. (Presumably Cho was not interested in killing the corner as he was ahead anyway.)

Figure 5 (178 - 230). Cho catches up.

According to Kudo, this was probably Cho's best game of the series so far. In tenacity and fighting spirit, he seemed completely transformed from the player who lost the first three games. Having caught up with Otake, he now went into the final game as the favourite - all the momentum seemed to be on his side. The frustration of not being able to pick up that final win needed for victory seems to have taken a greater toll on Otake that the burden of the successive kadobans did on Cho. The latter always seems to fight best with his back to the wall.

Black wins by $3\frac{1}{2}$ points.

White: 5 hours 9 minutes

Black : 8 hours 59 minutes.

(Adapted from the Asahi commentary.)

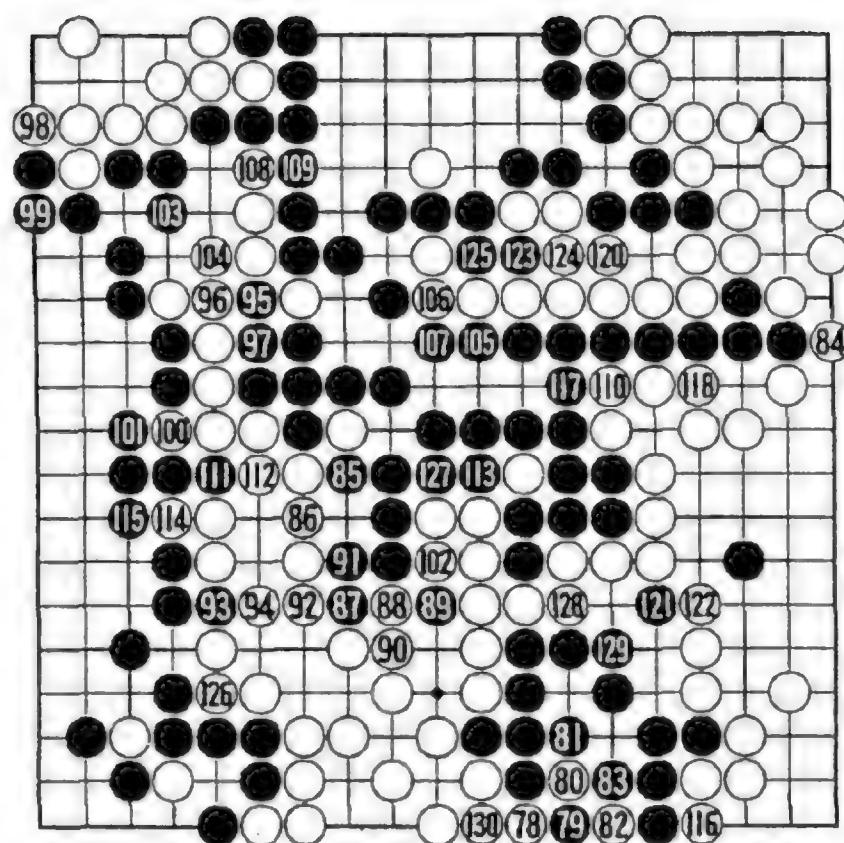


Figure 5 (178 - 230)

119: captures (at 79)

Game Seven

White: Cho Chikun

Black: Otake Hideo

Played on 14, 15 November 1984 in Yugawara City, Kanagawa prefecture. Commentary by Cho Chikun.

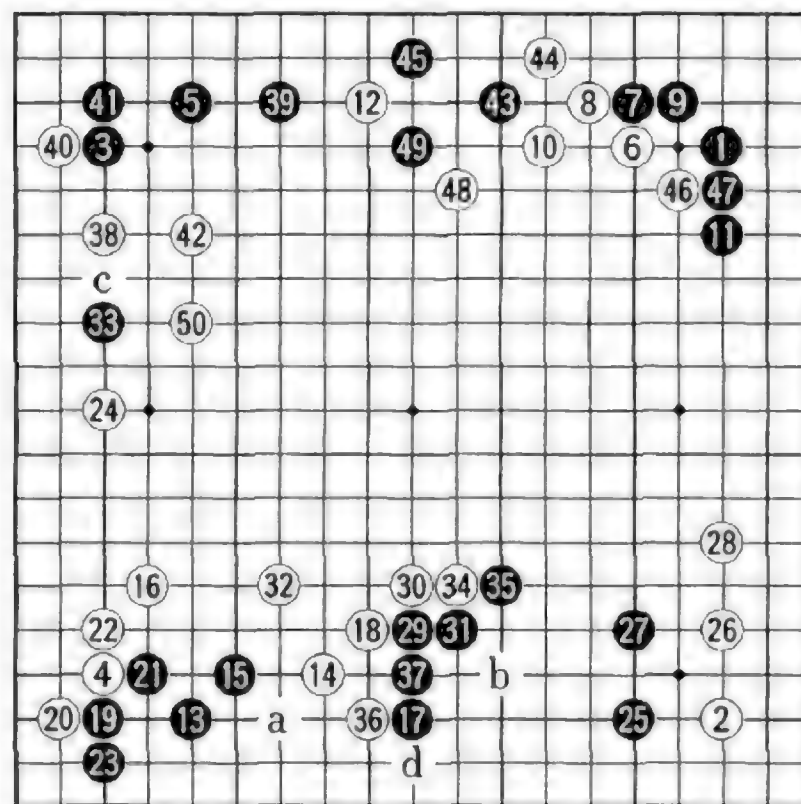
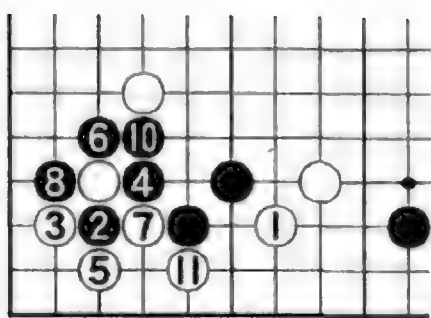


Figure 1 (1 - 50)

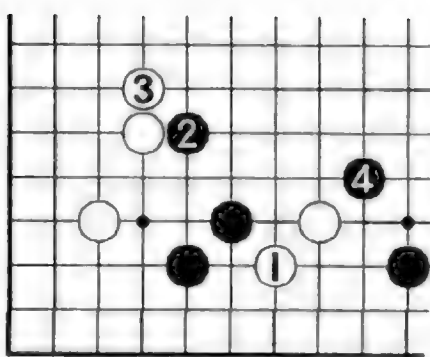
Figure 1 (1 - 50). Cho's brilliancy

White 14. Cho: 'I used a lot of time on 14, but I hardly analysed anything of real substance - just strategies that can't be evaluated objectively.'

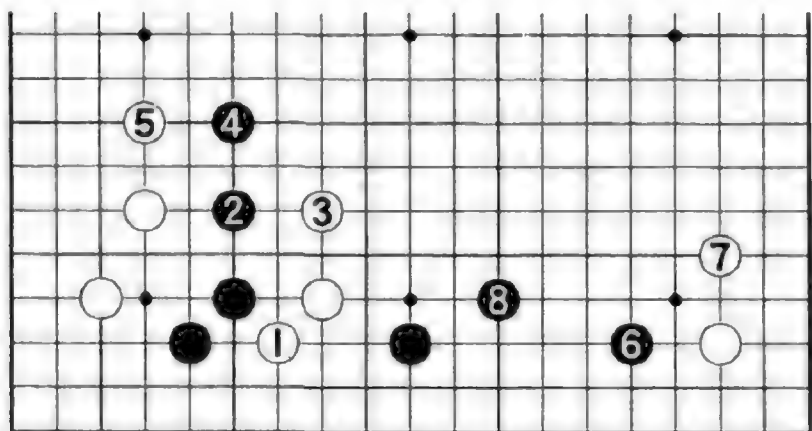
White 18. Cho: 'I depicted quite a few concrete diagrams in my head for 18. I felt attracted to the



Dia. 1
9: connects



Dia. 2



Dia. 3

inside kosumi at 'a' instead of the outside kosumi at 18. If Dia. 1 follows, White gets good shape by linking underneath with 11, so this looks good. But what about Dia. 2? Black attaches at 2, then presses at 4, or perhaps omits 2 to simply press at 4. I can't tell what happens next – though I think Black would also be apprehensive.

'If Black makes the ordinary jump to 2 in Dia. 3, the sequence to 8 can be expected. You could claim that White 1 is biting into the black position, but I couldn't make up my mind.

'After a lot of agonizing, I made the standard outside kosumi. This is how I waste a lot of my time.'

Black 27 – 31. Black goes for the maximum territory here. Black 27 at 'b' looks more conventional, but White would switch to 38 on the top left.

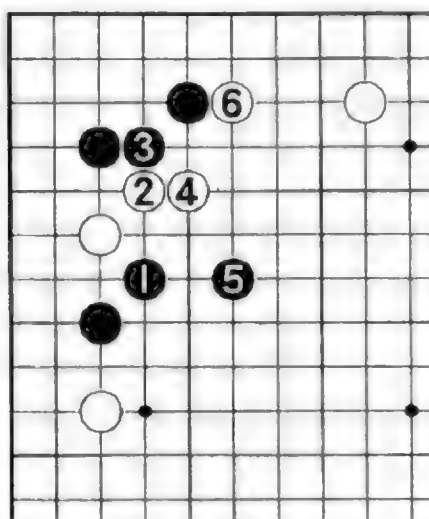
Black 33. The sealed move. Rin advocated the more conservative extension to 'c'.

Black 37. If at 'd', Black is left with bad aji from his cutting point below 35.

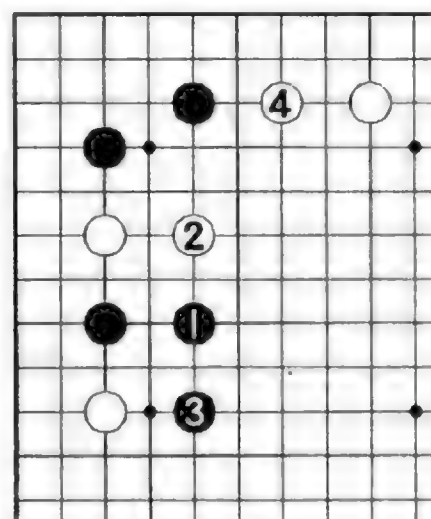
Black 39 (98 minutes). A move which puzzled Rin and other professionals, who expected Black to start a fight by jumping out to 50. Cho: 'I expected Otake to play at 39. It sets up the invasion at 43: Black takes profit at the top and aims at reducing White's left-side moyo later. If I had been playing Black, I would probably also have adopted this strategy. Why doesn't Black do something on the left side? As Dias. 4 and 5 show, if he does move there, he is bound to lose points at the top.'

'Miraculous Upsets'

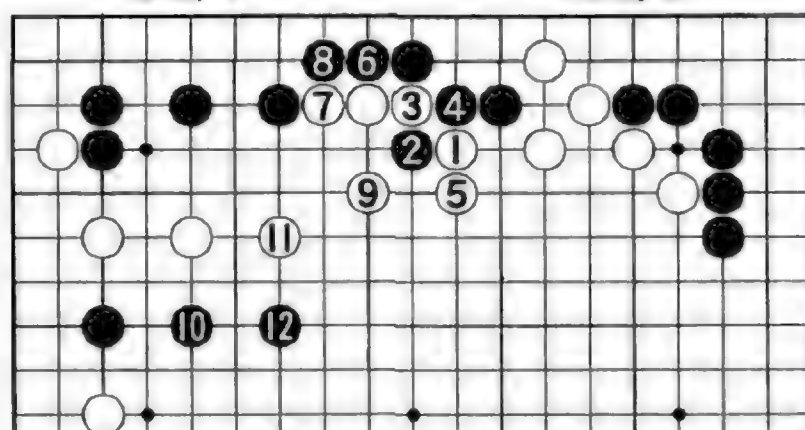
The first time a player made a comeback from a 0–3 deficit to take a series – the feat was performed by Rin in the 12th Yomiuri Meijin title match against Ishida in 1973 – go journalists coined the term 'miraculous upset'. When it happened twice in 1983 – Cho v. Shuko in the 7th Kisei title and Rin v. Cho in the 38th Honinbo title – they had to stop using the word 'miraculous'. Now, after four such upsets, the statistics indicate that the real 'miracle' would be for the player losing the 4th to 6th games to recover and take the final game.



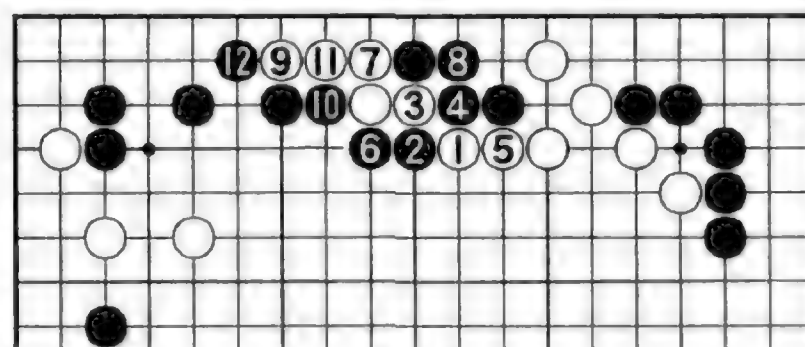
Dia. 4



Dia. 5



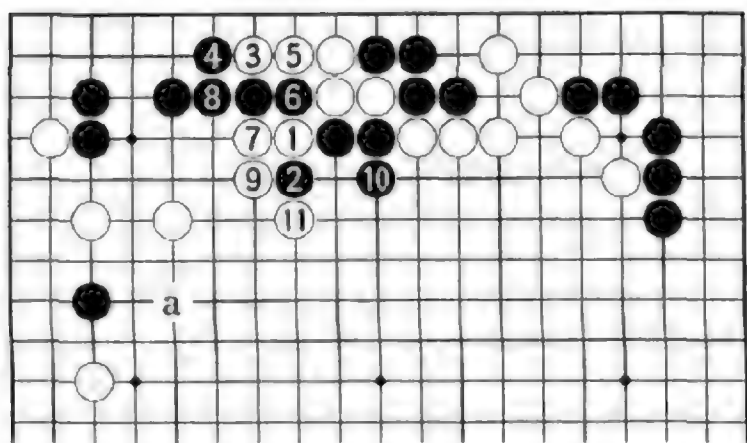
Dia. 6



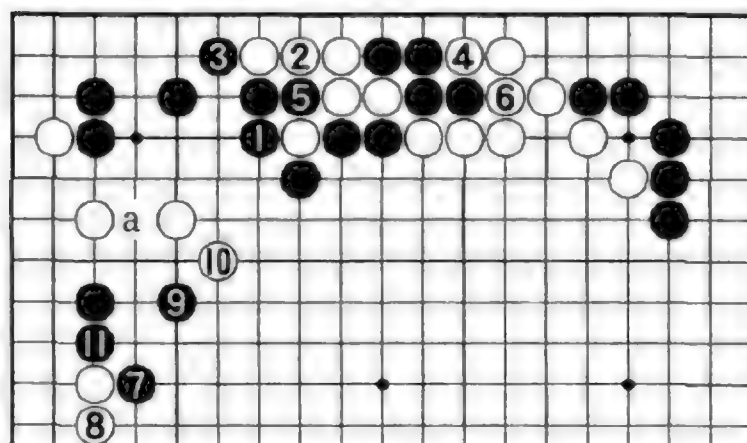
Dia. 7

White 48. A clever makeshift, aimed at taking sente, that was much praised by Cho's fellow professionals. If White follows joseki by pressing at 1 in Dia. 6, his result at the top may look reasonable, but then Black moves out with 10 and 12, so White gets no compensation for the territory that he has given Black at the top. Instead of 5 –

Dia. 7. If White 5 here, the presence of the



Dia. 8



Dia. 9

marked black stone means that Black can capture White with the sequence to 12. Instead of 9 –

Dia. 8. If White hanes at 1, Black can capture five white stones, but White will be happy to sacrifice them. White 11 is an excellent move which should enable White to capture the black stone on the left side without adding a stone at 'a'. However, White's worry is that instead of playing like this –

Dia. 9. Black may decide to sacrifice himself, switching 8 in Dia. 8 to 1 here. After squeezing in sente, Black can counterattack with 7 to 11. With his weak point at 'a', White is in trouble.

This year 'Kido' magazine has instituted a prize of ¥300,000 for the best move of the year, with three or four candidates being analysed in each issue. Cho's move at 48 was the first candidate. With 50, his fuseki strategy has worked out the way he wanted.

Figure 2 (51 – 75). Helping the opponent

Black 51 forestalls White 'a'.

White 60 defends against Black 'b'.

White 62. To reinforce the weak point of 'c'.

Black 65 is dubious – after the game Otake called it the losing move. Instead, he should attack with 1 in Dia. 10; if White 2, Black can chase White into the centre and link up with his stone there (63). This is what Cho was expecting, and it would have given a close game. Tactically, Black 65 also has the drawback of helping White to

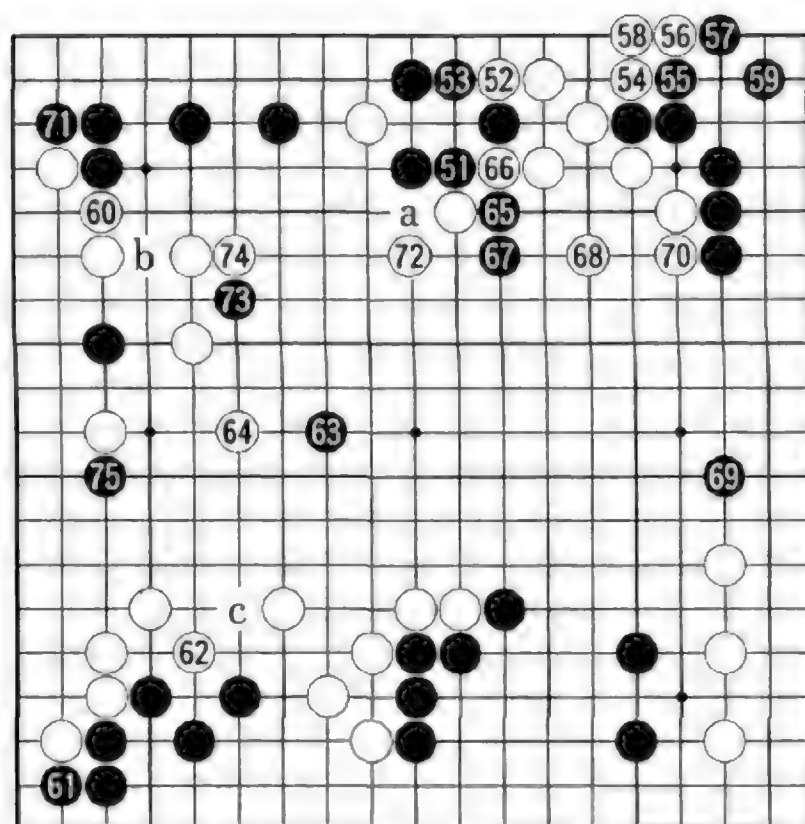
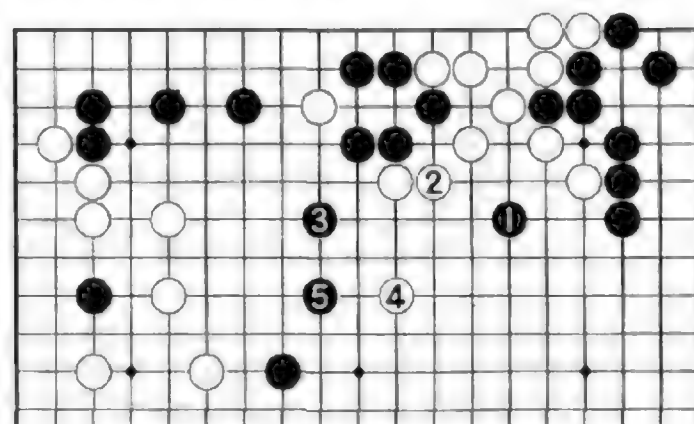
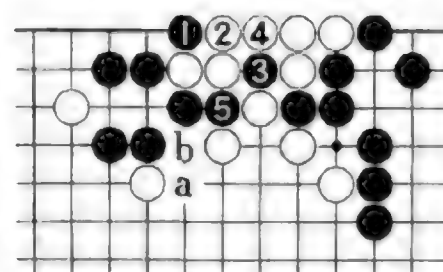


Figure 2 (51 – 75)



Dia. 10



Dia. 11

strengthen his eye-shape, as it deprives Black of the sequence for destroying White's eye on the edge shown in Dia. 11 (in effect, Black has exchanged 'a' for White 'b').

Black 69. Since he cannot attack White, Black has to go for territory.

White 72 is an aggressive move which brings on the climactic fight of the game. Everything will be decided by how much of a dent Black can make in White's left-side moyo.

Figure 3 (76 – 100). The game is decided.

White 78. White has to kill Black outright. If Black answers at 'a', White intends to play 'b'.

White 80. Cho went into byo-yomi.

Black 83. Black cannot attack with 1 in Dia. 12, as White 2 has a clever move at 2. After 4, 'a'

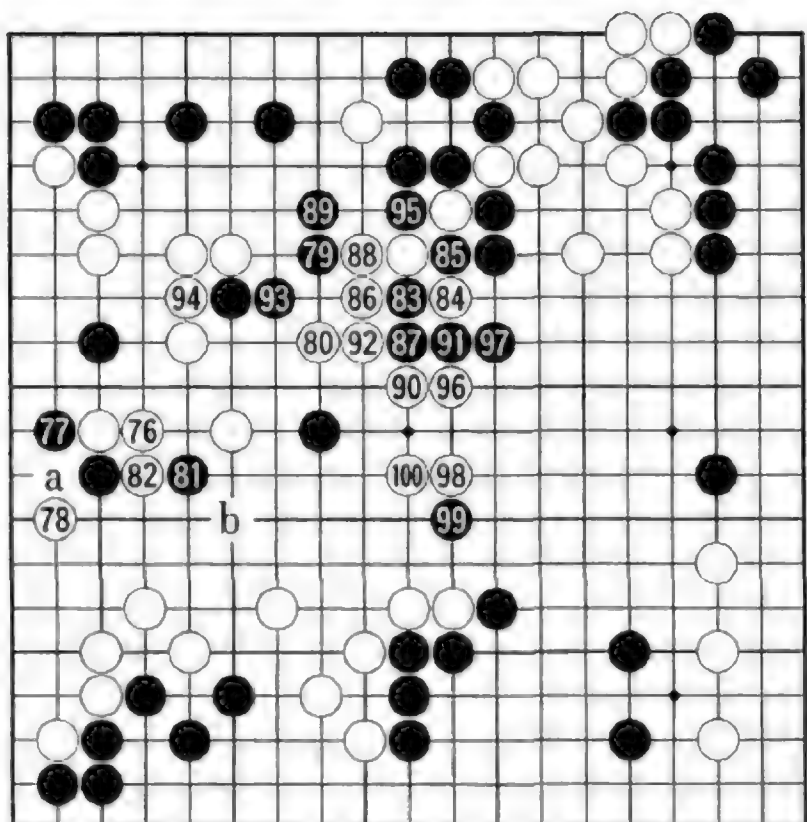
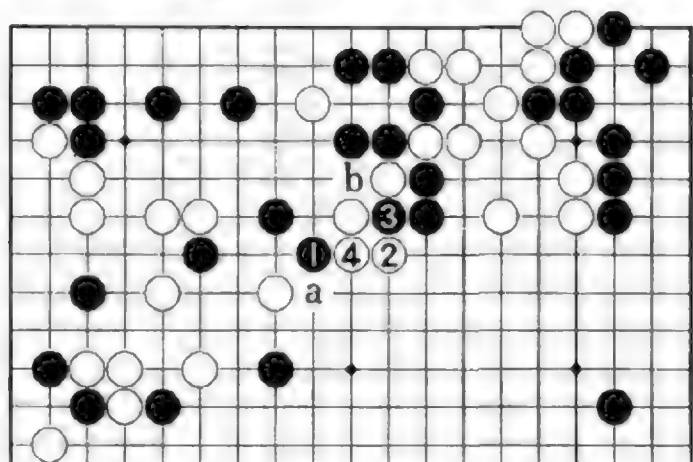
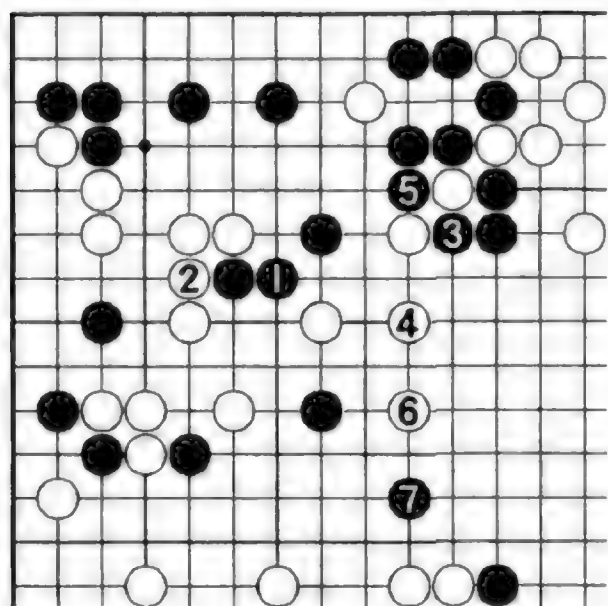


Figure 3 (76 - 100)



Dia. 12

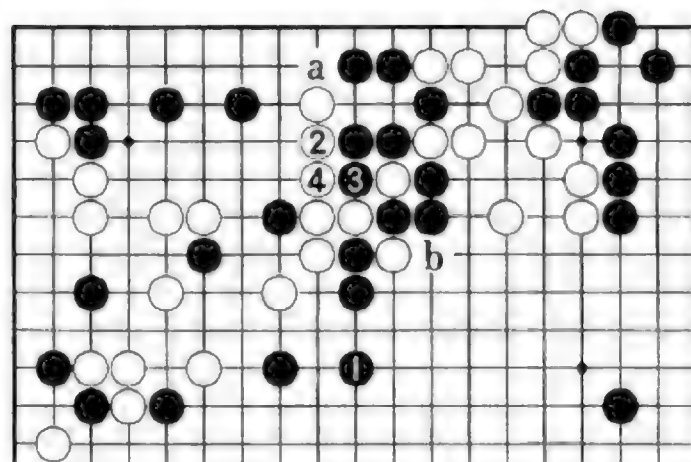


Dia. 13

and 'b' are miai. Cho did not criticize Black 83, but Kato Masao called it the 'final losing move'. He advocated forcing with 1 in Dia. 13, then giving atari with 3. After 6, Black can invade at 7 and so gets a better result than in the game.

After 84, the continuation is forced. White keeps sente and is able to wall off a large centre with 96 and 98. This is enough to win.

Black 89. Black would like to jump to 1 in Dia. 14 (to forestall White 90), but then White 2 and 4 are troublesome. White can aim next at 'a' and 'b'.



Dia. 14

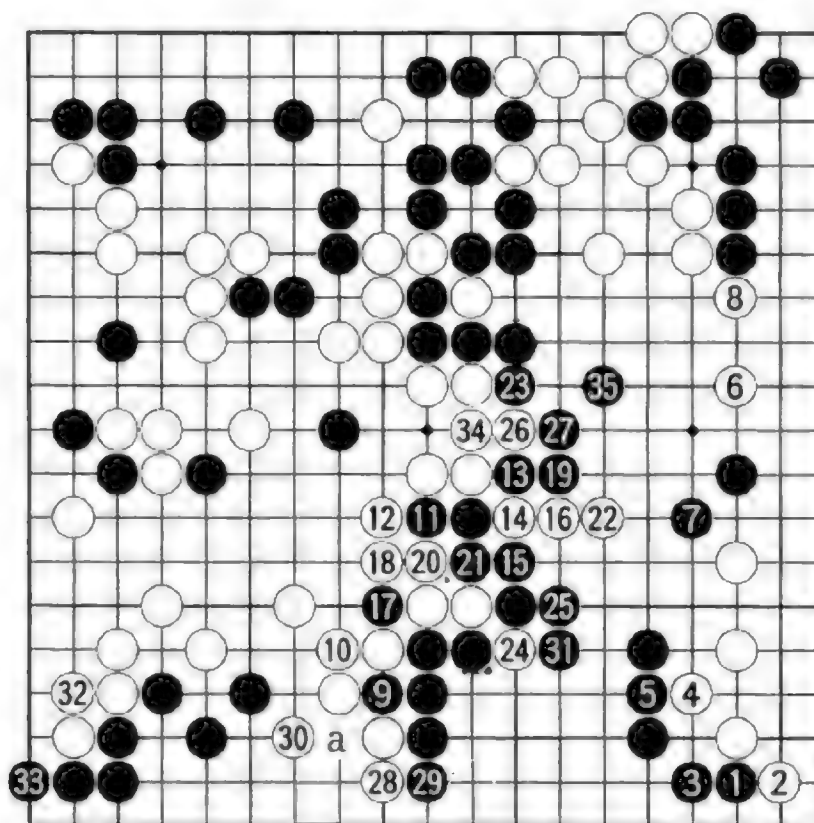


Figure 4 (101 - 135)

Figure 4 (101 - 135). *White ahead*

Black 11. Presumably Black 'a' (White plays 14) loses.

White 18. Simpler to set up a ladder with 26.



Cho completes his toughest defence of the Meijin title and extends his record to five successive terms.

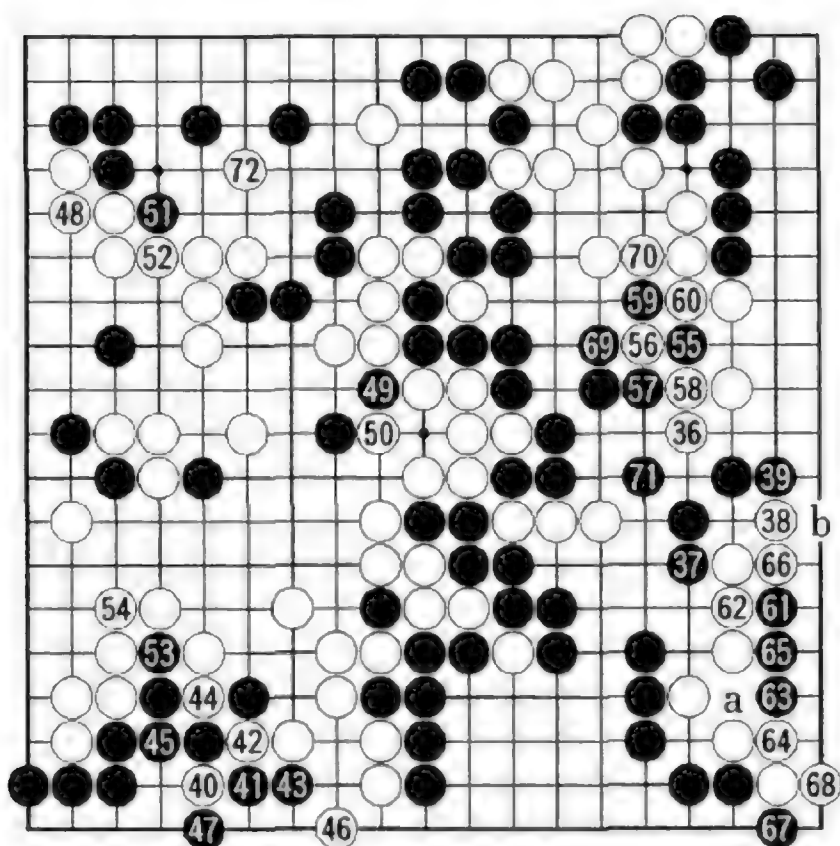


Figure 5 (136 - 172)

Figure 5 (136 - 172). Cho's toughest defence

Going into this figure, it is clear that Black cannot hope to give the komi. Black 61 is just Otake's way of setting the scene for resignation. He doesn't really expect Cho to play 68 at 'a' so that Black could kill him with 'b'.

Black resigns after White 172.

Time taken. White: 8 hours 59 minutes

Black: 8 hours 8 minutes

('Kido', January 1985)

Thus ended the most exciting struggle yet between these two players. When the series started, no one had expected Otake to give Cho

such a close run for his money. On the other hand, when Otake went three games ahead, it hardly seemed possible that Cho could repeat the 'miracle' of recovering from such a deficit. Perhaps the very tension helped Cho, for from the fourth game on his play got better and better; the suspense of being so near to Meijin and yet so far took a greater toll on Otake. He has more reason to be satisfied than in their past Meijin title encounters but his failure to clinch the title when on top cannot have helped his self-confidence.

For his part, Cho continues to grow in stature. With five Meijin titles in a row, he has already set a record that will be hard for any other player to beat, especially when there seems to be no one in sight likely to challenge his domination of Japanese professional go.

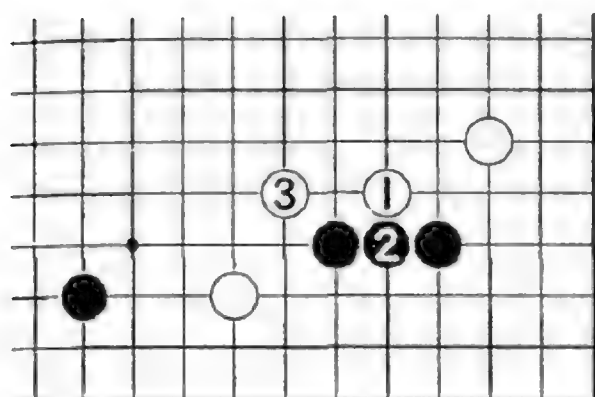
Otake's final comment: 'Kobayashi Koichi should have been the challenger this time, but I was lucky enough to have another turn . . . My mistake was to make Cho angry by starting out with three wins. I'll have to start out from scratch again next year.'

On being asked which game he remembered most of the series, Cho replied the third. 'I didn't play go, I just lined up stones on the board. After being beaten, there was just emptiness. This was no good - regardless of the result, I wanted the sense of fulfilment that comes from having fought with all one's strength. So, I was able to make a fresh start in the fourth game.'

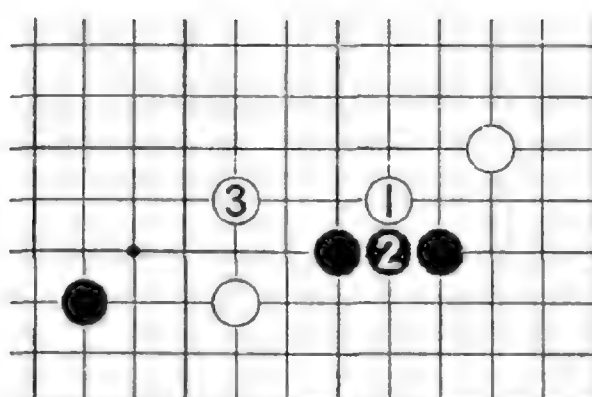
(Translated by John Power.)

Three Trick Moves

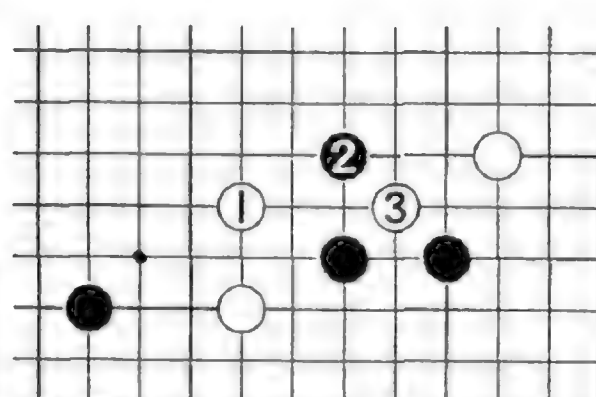
Abe 8-dan



1. The 1-3 combination is a tactic often used by White in handicap games. How does Black counter this attempt to seal him in the corner?



2. White 3 is a more subtle attempt at a blockade. What is the best way for Black to break through?



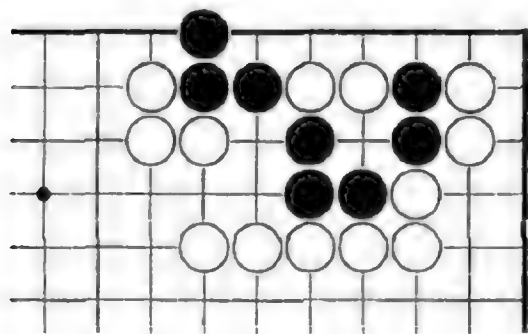
3. White changes the timing in the hope of confusing Black. How does Black foil his plot?

Answers on page 44.

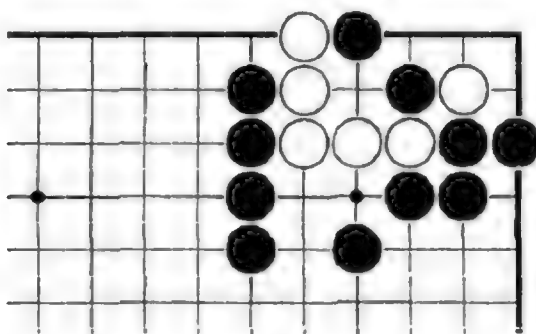
Basic Fighting Techniques

Miyazawa Goro 7-dan

The three problems below all involve the same tesuji, one which is perhaps more advanced than those covered so far in this series. It is well worth learning, however, as it enables one to secure life in seemingly hopeless positions.

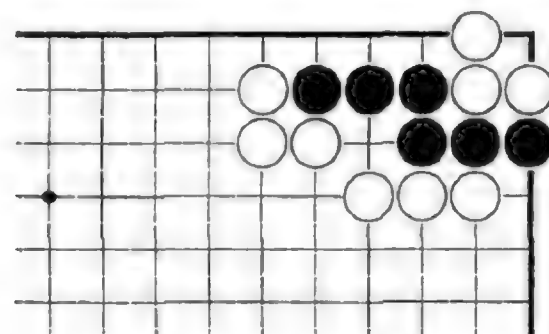


1. Black to play (7-kyu)



2. White to play (4-kyu)

Answers on page 45.

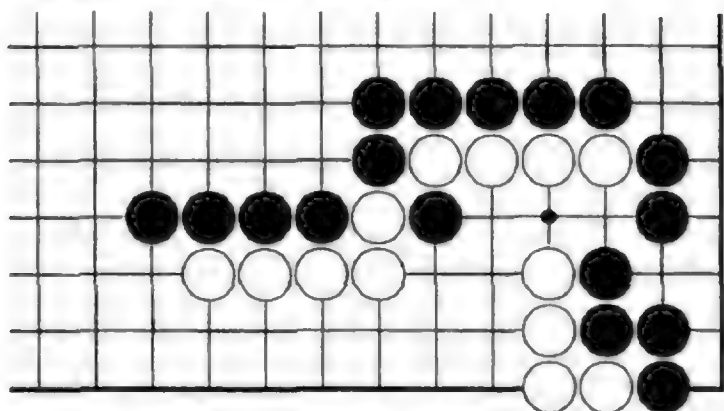


3. Black to play (1-dan)

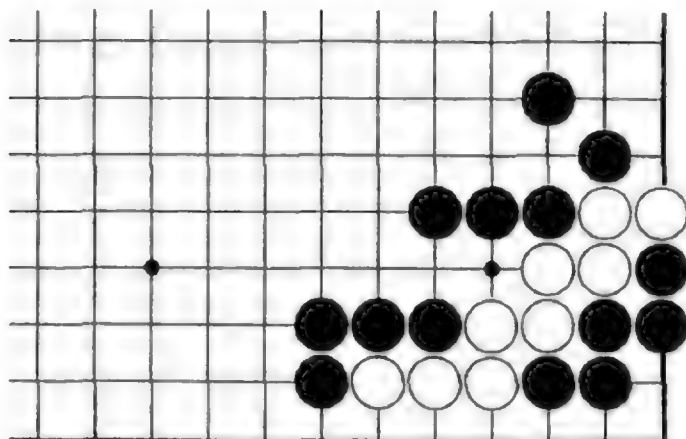
Tesuji Magic

Yamabe Toshiro 9-dan

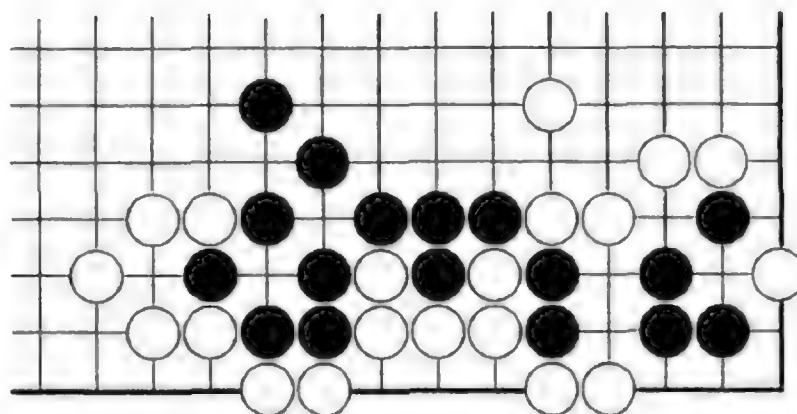
The tesuji problems below require a leap of the imagination to solve, but they should be within the reach of kyu-level players who are prepared to put their minds to solving them. If the obvious move doesn't work, try changing the timing.



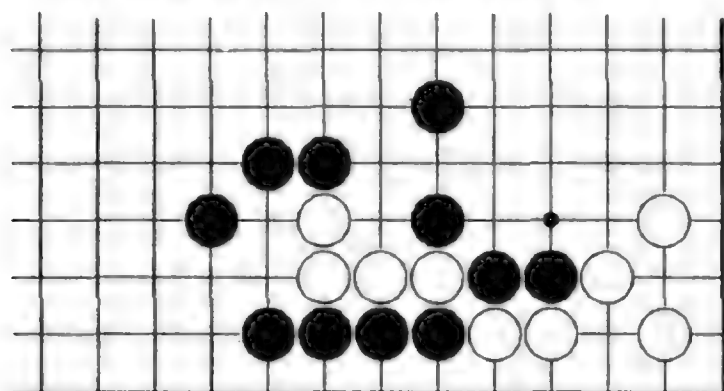
1. Black to play. The vital point should be obvious.



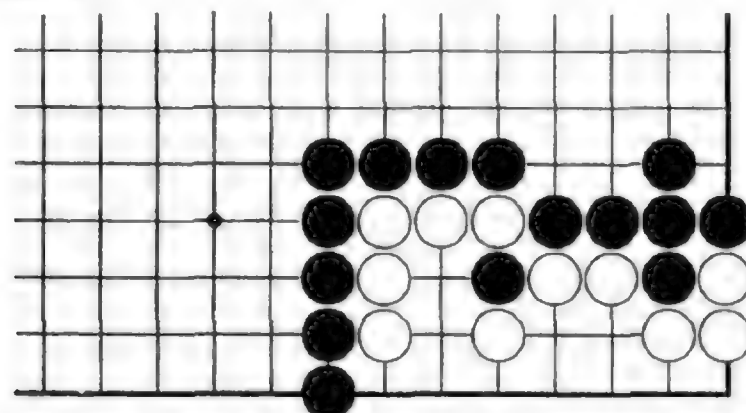
2. Black to play and win the semeai.



3. Black to play and live. The third move is crucial.



4. White to play and rescue his four stones.



5. What is the best endgame sequence for Black?

Answers on page 47.

Yasunaga in China

In February last year the famous Japanese amateur Yasunaga Hajime made one of his periodic visits to China. On his previous visit they found an eight-year-old to play with him. This time they came up with a seven-year-old, Chang Hao, who took one stone for every year of his age.

Just as remarkable was the age of Yasunaga: he is 83 and has lost little of his zest for handicap play, at which he was long renowned to be supreme.

White: Yasunaga Hajime

7 stones: Zhang Hao

Played on 16 February 1984 in Shanghai.

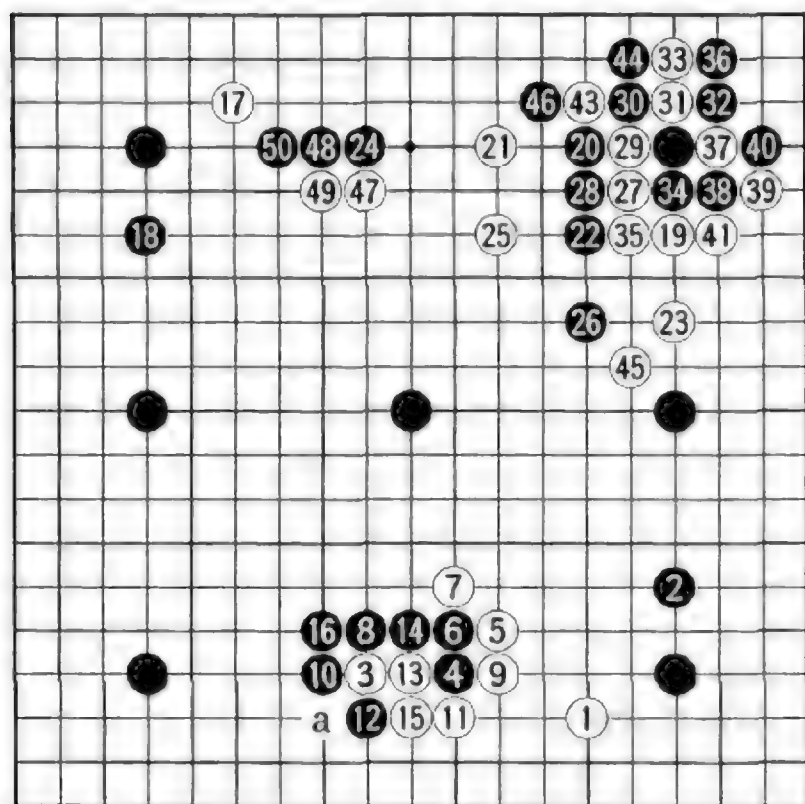


Figure 1 (1 - 50)

42: at 37

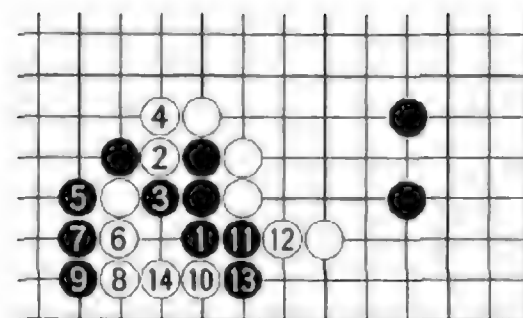
Figure 1 (1 - 50)

The invasion at Black 4 showed that the youngster was not going to be overawed, and so Yasunaga decided to test him straightaway with 5 and 7.

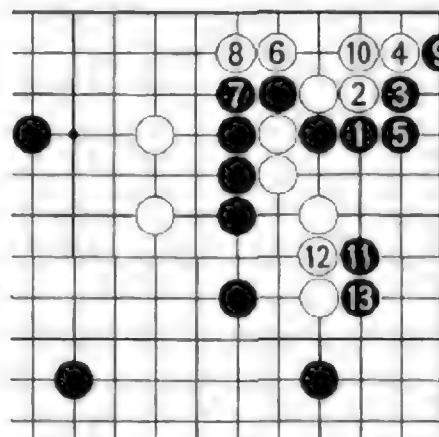
Black 10 was the correct response. Had Black answered with 1 in Dia. 1, White would have got just what he wanted with 2 to 14, after which Black is dead. Black 5 at 6, which White answers at 5, is also bad for Black.

Black 16 correctly emphasizes the outside, at least for a seven-stone game. Had Black played 'a', White would have welcomed the confusion of cutting at 16.

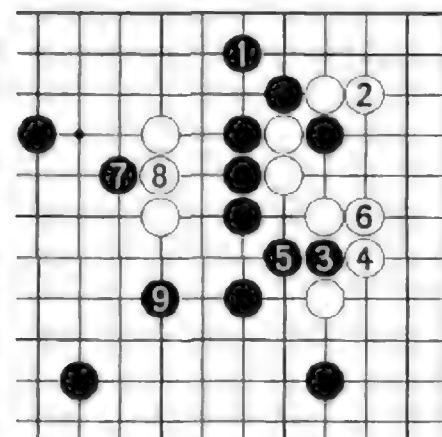
Up to 30 Black's play was perfect, and at that point Yasunaga commented that maybe he'd given



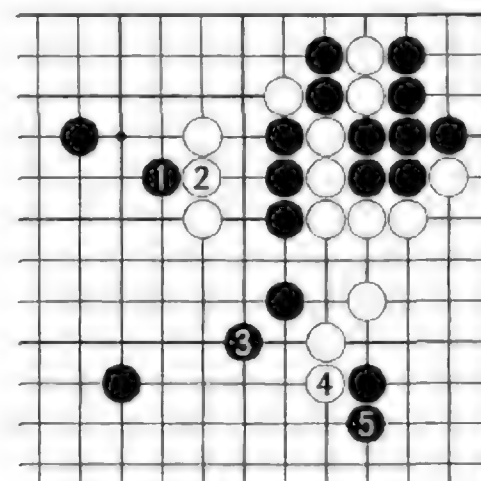
Dia. 1



Dia. 2



Dia. 3



Dia. 4

too many stones. Whereupon Black blundered with 32 and 34. Yasunaga lambasted these moves not just for vulgar style but for the vulgar way of thinking they betray. Black is trying to decide matters too soon, expecting White to comply with this straitjacket mentality. Yasunaga recommended Dia. 2, where Black has time to make a good light shape because White has to sort himself out with no help from Black. Dia. 3 is another, simpler way of playing, perhaps more suitable for a seven-stone game, he said. It loses a lot in the corner, but it keeps the initiative and overall control of the game.

White exploits Black's vulgarity with 37 etc.

Black 46 in Dia. 4 would have kept control of the game. Now White gets an opportunity to mix things with 47.

Figure 2 (51 - 100)

Black 62, though a standard-looking move, suffers White's tesuji of 63 and 65. Therefore, Black should have played as in Dia. 5.



Yasunaga Hajime

Born in Hyogo prefecture on 3 December 1901. Studied in the Faculty of Science at Tohoku Imperial University but left before graduating. Through his uncle, Hirotaki Zekken, a pioneer go journalist, he became an intimate of the Honinbo school, studying under Shusai and his leading disciple, Kogishi Soji. In 1934 he joined the Nihon Ki-in as chief editor of 'Kido', but after about a year resumed his independence. In 1934 he collaborated with Go Seigen and Kitani Minoru in writing 'The New Fuseki Method'. Later he established a go club in Shimbashi and in 1937 founded the go magazine 'Igo Shunju'. He always remained an amateur, though he had the strength of a high-dan professional. All his life he worked for the modernization of go theory and organization and for the development of go relations with China. In 1980, at the age of 78, he took 3rd place in the 2nd World Amateur Go Championship. He has many professional disciples, including Kageyama 7-dan.

Yasunaga is celebrated for his prowess at handicap go. Customarily, he would give amateurs bigger handicaps than they took from professionals and beat them. Unlike professionals, he would play tricky moves, which in theory could be refuted, after sizing up his opponent and calculating what he could get away with. He has also had some notable triumphs against professionals. For example, playing black (giving no komi), he has beaten Rin (when he was Meijin) and Iwamoto (when he was Honinbo), and there are two games against Shuko (1949 and 1974) that he lost by just one point. (J.P.)

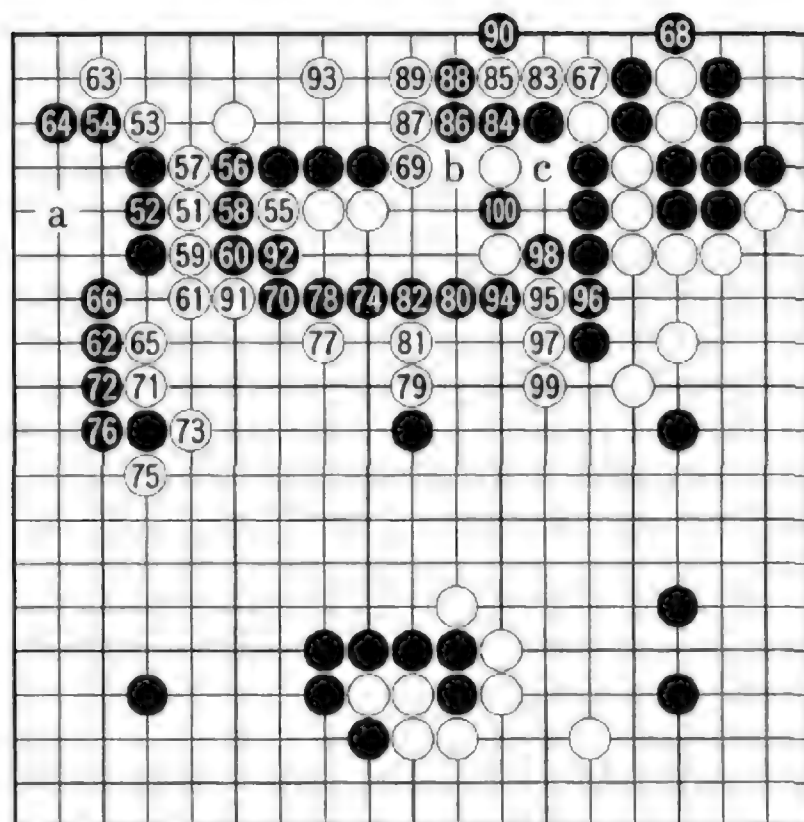
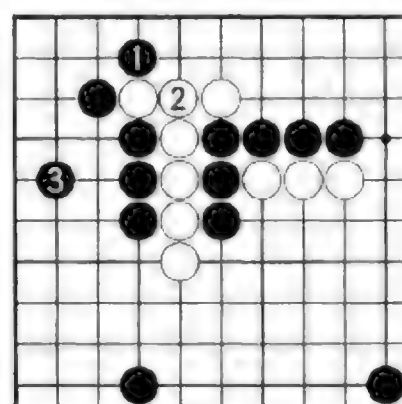
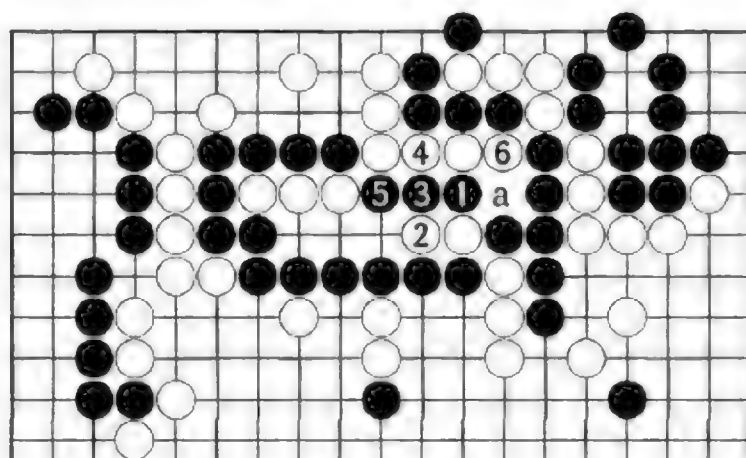


Figure 2 (51 - 100)



Dia. 5



Dia. 6

If Black had played 66 at 72, he could then have answered White 66 with 'a'.

Before playing 74, Black would have done better to have played at 85, to avoid White's forcing moves in this area. As it is, White's sacrifice stones (83 etc.) work beautifully, settling both White's groups and stopping Black from connecting along the side. In short, White 47 in Figure 1 has been a success. White 83 is the quintessential mark of good handicap play by White.

White should have preceded 95 with the exchange of 'b' for 'c', forcing Black to respond before it is too late, and putting pressure on the large black group which is about to be surrounded by White's next manoeuvre.

Figure 3 (101 – 158)

White 1 was to tempt Black into Dia. 6 (previous page), where 'a' would leave Black's group with just one eye.

Black 2 was correct policy, but Black 4 would have been better execution. Black 6 should have been at 'a'.

Black 8 and 10 were blunders (thinking he could cut at 'b'?). Black 10 should be at 'b'.

White 17 shows White taking over running of the game again.

Black 34 should be at 'c'; then he could prevent White's connection underneath at 35.

Black 50 could have been at 51.

After 58, Black was about ten points ahead on the board, but Yasunaga was able to whittle this away and force a tie.

Result a jigo. Moves after 158 not recorded.

(Adapted from 'Weiqi' by John Fairbairn.)

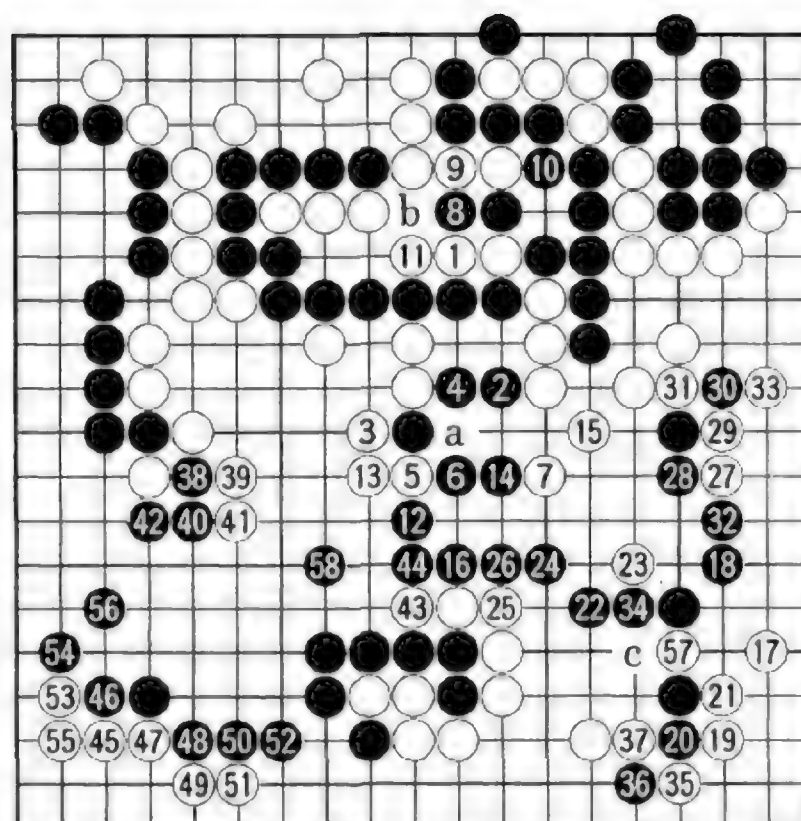


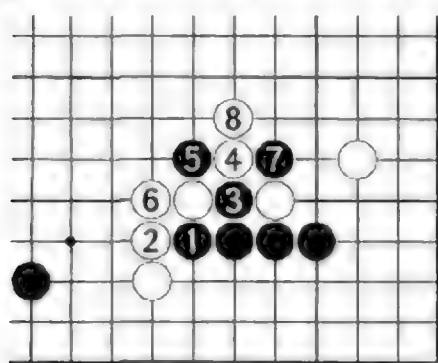
Figure 3 (101 – 158)

Three Trick Moves: Answers Continued from page 40

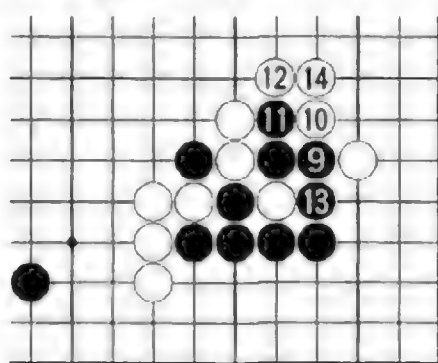
Answer to Problem 1

Dia. 1. The impulse to push through with 1 and 3 may be irresistible, but this is crude. The result is just what White wants. Next –

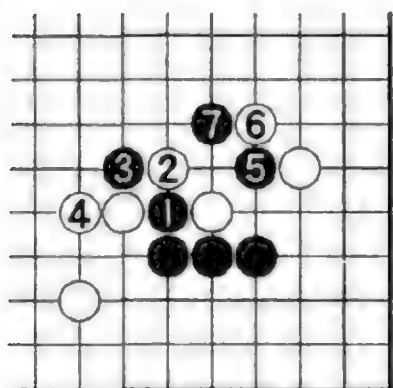
Dia. 2. Black can capture a stone with 9, but White gets a perfect blockade. Black 9 at 13 gives a similar result when White plays 11.



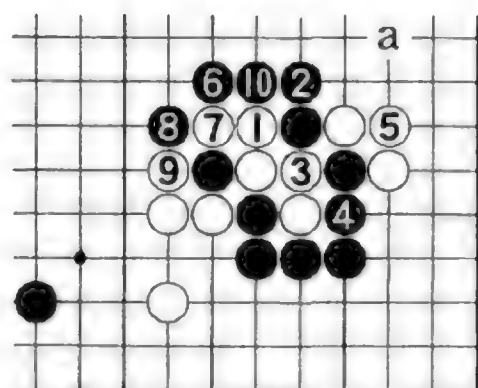
Dia. 1: crude



Dia. 2



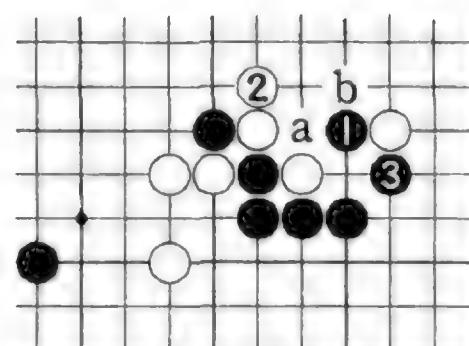
Dia. 3: correct



Dia. 4

Dia. 3. White must push up at 1, then cut at 3. If White 4, Black moves out with 5 and 7. White cannot block his way out into the centre.

Dia. 4. If the ladder (i.e. Black 6 at 7) is



Dia. 5

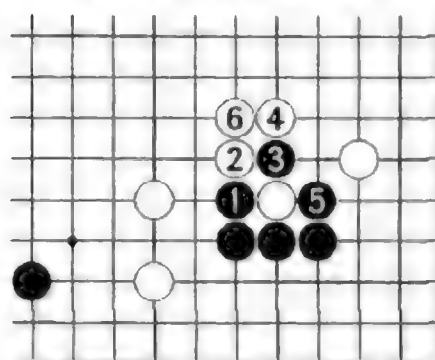
favourable, White might continue with 1 etc., but Black still gets a good result by pressing at 6. After squeezing up to 10, he can attack at 'a'.

Dia. 5. Black must take care if White answers 1 by extending at 2. If he cuts at 'a', White is able to seal him in again by playing at 'b'. The correct response is to block solidly at 3.

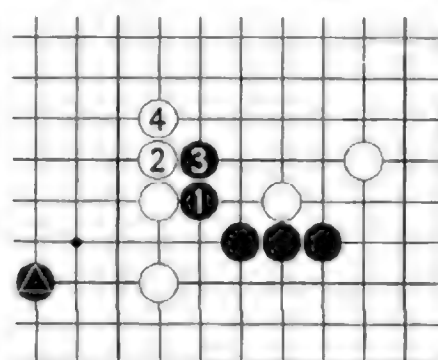
Answer to Problem 2

Dia. 1. If Black tries to force his way through with 1 and 3, he gives White an ideal result. Black has fallen for the trick.

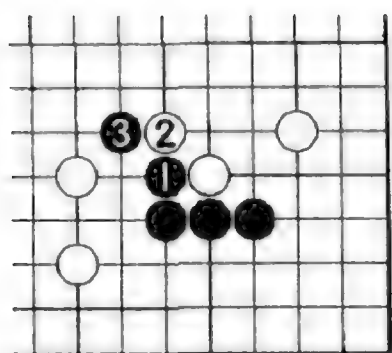
Dia. 2. If Black attaches at 1, White drops back



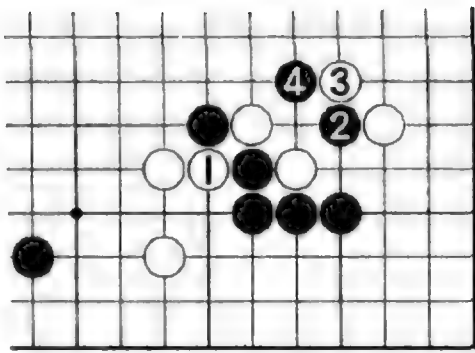
Dia. 1: good for White



Dia. 2: good for White



Dia. 3: correct



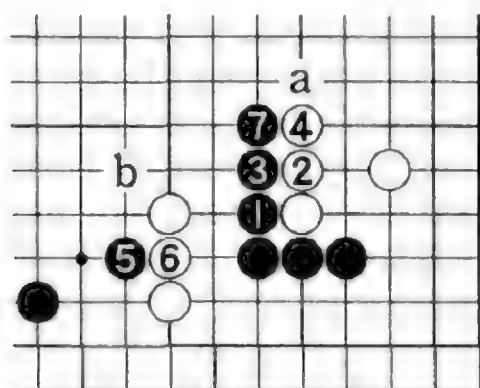
Dia. 4: breakthrough

at 2. Black is able to move out but at the cost of giving White a strong wall. This greatly weakens the marked black stone.

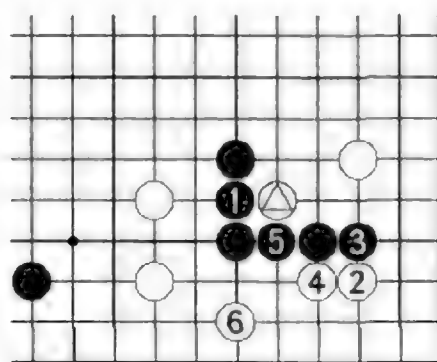
Dia. 3. Actually Black 1 is OK, provided Black follows up with the hane at 3. (Black 1 at 3 is also possible, though not as simple.) Next —

Dia. 4. If White cuts at 1, Black plays the 2—4 combination, getting exactly the same result as in Dia. 3 of Problem 1.

Dia. 5. If White gives way with 2, Black pushes up with 3, then goes on the attack with 5. Black 7 makes miai of 'a' and 'b'. Neither white group can feel very secure.



Dia. 5: good for Black



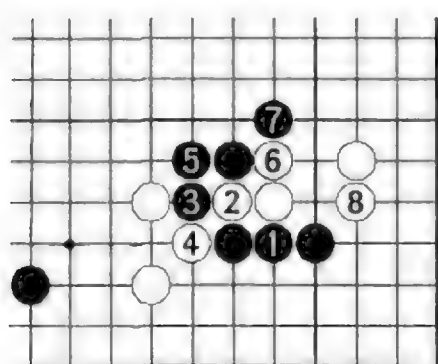
Dia. 1: bad

Answer to Problem 3

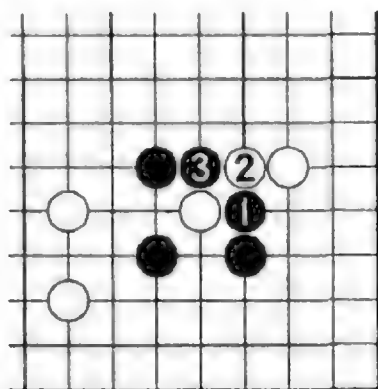
Dia. 1. One's first impulse is to connect at 1, but then White undermines Black's whole position by invading at 2. The sequence to 6 makes good use of the marked white stone.

Dia. 2. If Black 1, White naturally cuts with 2 and 4. The sequence to 8 leads to a difficult fight in which Black will feel quite apprehensive.

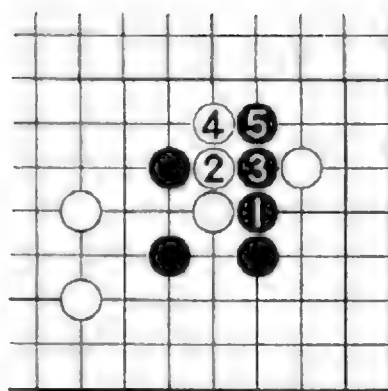
Dia. 3. The strongest counter is to push through and cut with 1 and 3. Capturing the white stone



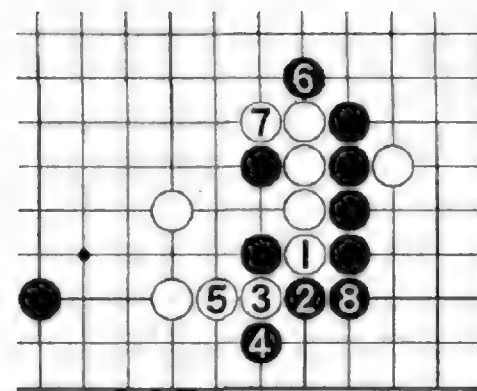
Dia. 2: difficult



Dia. 3: strongest



Dia. 4: variation



Dia. 5: good for Black

makes Black very strong and gives him a favourable result.

Dia. 4. If White tries to save the stone, Black is happy to push through with 3 and 5. He may be a little worried about the centre, but —

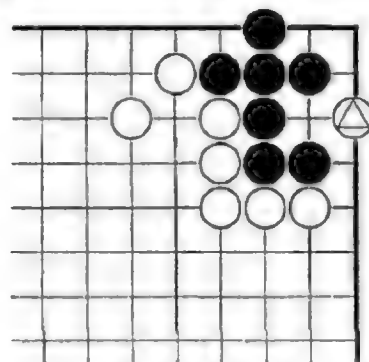
Dia. 5. If White cuts off the two black stones with 1 and 3, Black gets so much territory on the side with 2 to 8 that he can easily afford to sacrifice them.

(*'Let's Go'*, February 1984)

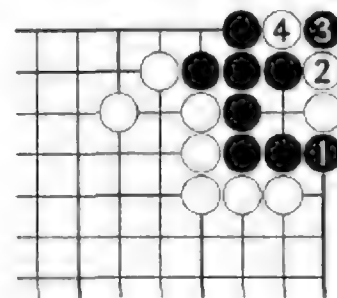
Basic Fighting Techniques Continued from page 41

Pattern 21: The 'oshi-tsubushi' tesuji

This is a very difficult term to translate into English. It is a compound verb meaning 'to push and crush'. The idea is to make two eyes by forcing the opponent's stones into such a shape that it would be suicide, hence illegal under the Japanese rules, to connect in answer to one's own atari. (In actual play, of course, exactly the same result is obtained whatever system of rules is being used.) This tesuji is most useful in securing two eyes in a very confined space. A typical example is given below.



Illustration

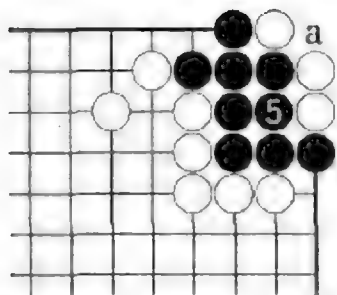


Dia. 1

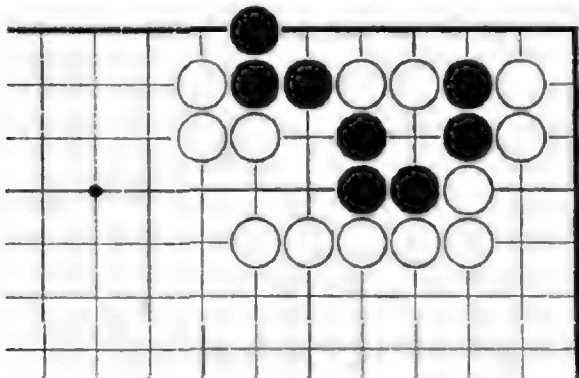
White has just played the marked stone. How can Black live?

Dia. 1. After blocking at 1, Black must throw in at 3. After 4 —

Dia. 2 (next page). Black gives atari at 5. White cannot connect at 'a', so Black can make two eyes by playing there himself.



Dia. 2: oshi-tsubushi

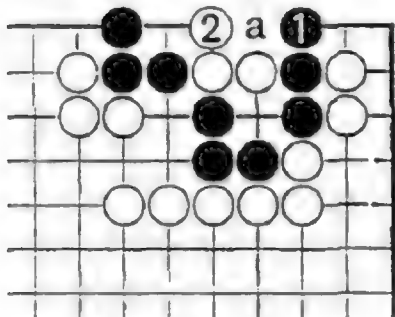


Problem One: Black to play

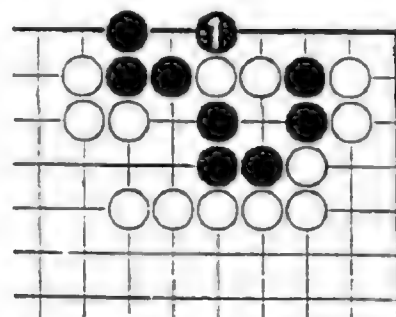
Black is faced with a crisis. Ordinary moves won't work, but there is a tesuji.

Dia. 1. Descending at 1 obviously fails when White answers at 2. Black 1 at 'a' is no better: White again plays 2.

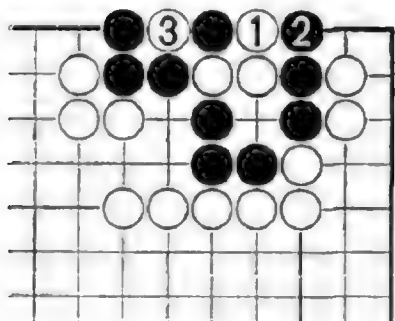
Dia. 2. Black 1 is the vital point. Next —



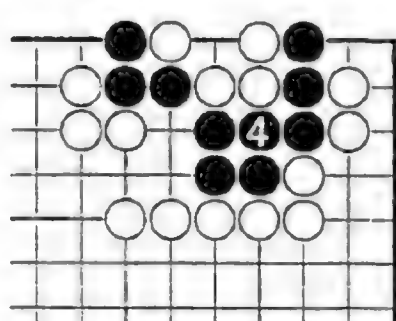
Dia. 1: dead



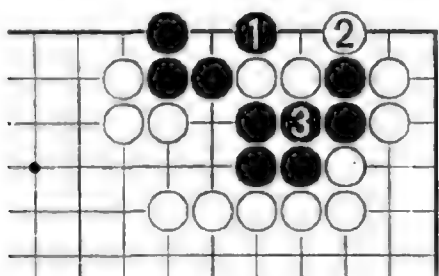
Dia. 2: the vital point



Dia. 3



Dia. 4: alive

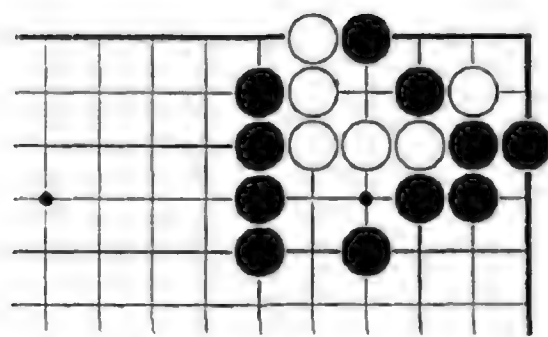


Dia. 5

Dia. 3. If White gives atari at 1, Black counters with 2, forcing White to capture at 3.

Dia. 4. When Black gives atari at 4, White cannot connect, so Black gets two eyes.

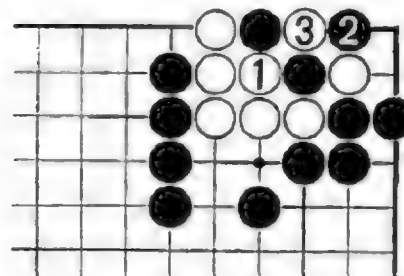
Dia. 5. White 2 makes it too easy for Black.



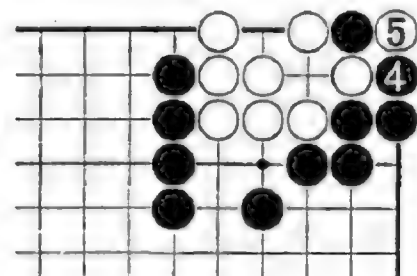
Problem 2: White to play

Dia. 1. White 1 is wrong. Black counters with 2, then —

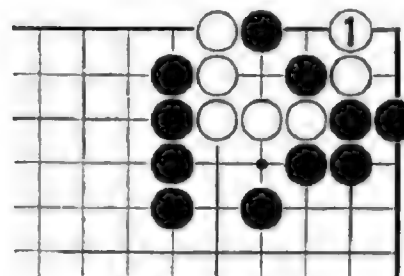
Dia. 2. Gets a ko with 4.



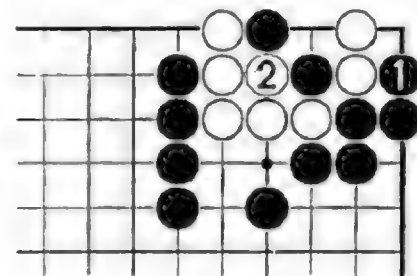
Dia. 1: wrong



Dia. 2



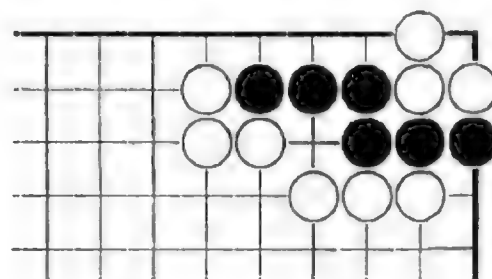
Dia. 3: correct



Dia. 4: alive

Dia. 3. White 1 is the vital point.

Dia. 4. If Black 1, White gets two eyes with the oshi-tsubushi technique. If instead Black 1 at 2, White gets his second eye with 1.



Problem 3: Black to play

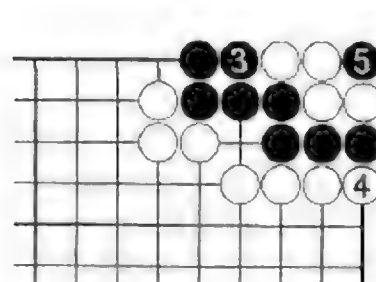
Dia. 1

Dia. 1. Black 1 is obviously the only move. White must answer at 2.

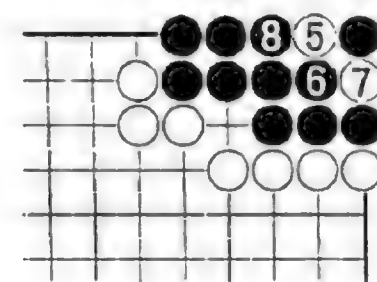
Dia. 2. Black gives atari at 3, then captures with 5.

Dia. 3. White 6 looks like getting a ko, but White cannot connect after 9, so Black gets two eyes. If Black had one less outside liberty, of course, he would be forced to play the ko.

(‘Gekkan Go’, September 1979)



Dia. 2



Dia. 3: alive

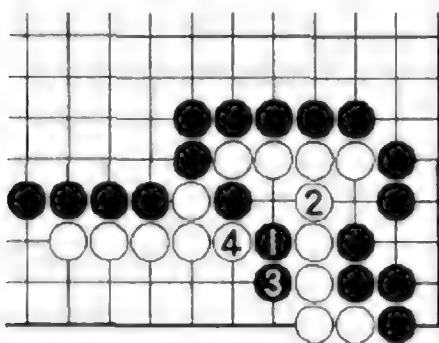
Tesuji Magic: Answers Continued from page 41

Answer to Problem 1

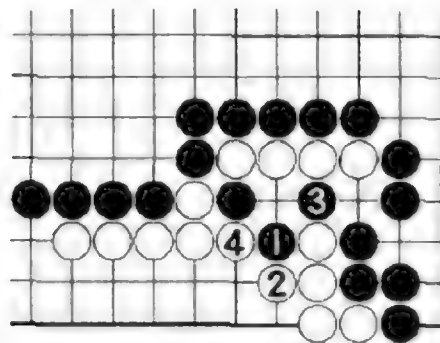
This problem is similar to Problem 1 in the first instalment of this series (GW37), so the reader probably got it on sight.

Dia. 1. Black 1 looks like the shape move, but it fails when White connects at 2. Black can't get a snapback.

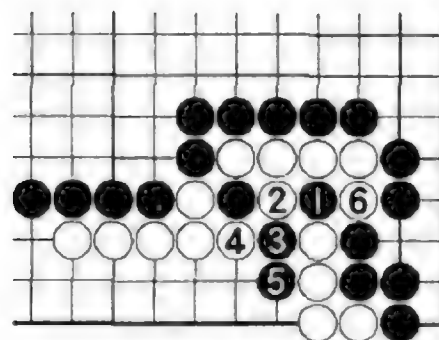
Dia. 2. White can also answer underneath at 2. Again Black fails to get a snapback.



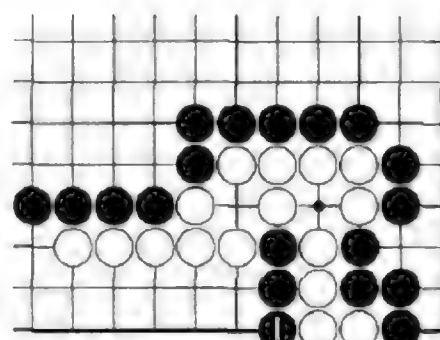
Dia. 1: wrong



Dia. 2: wrong



Dia. 3: the vital point



Dia. 4

Dia. 3. Black must start with the hane-komi of 1. If White 2, Black 3 leads White into shortage of liberties. White 4 and 6 are forced, but next —

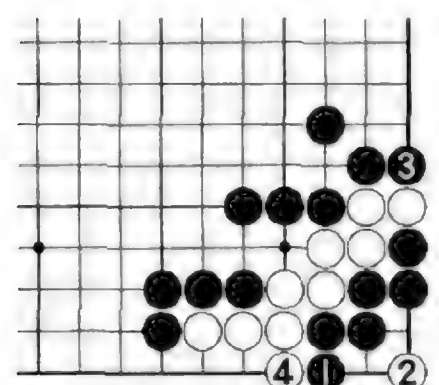
Dia. 4. Black gives atari at 1 and White cannot connect.

Answer to Problem 2

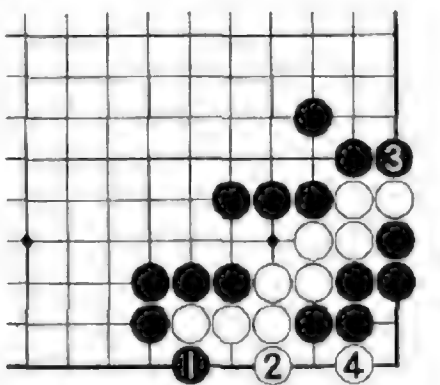
Dia. 1. Black 1 loses the semeai, as is easily demonstrated.

Dia. 2. Likewise, Black loses if he attacks from the outside.

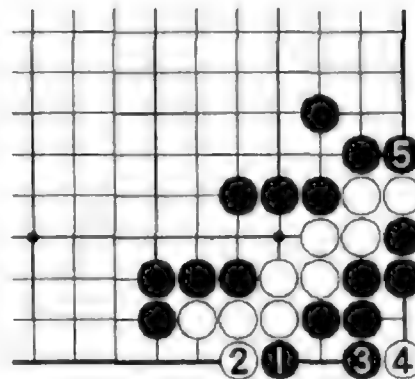
Dia. 3. Black 1, aiming at a ko, is an improvement, but it is still not good enough.



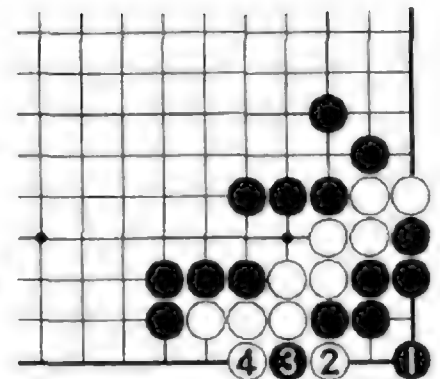
Dia. 1: loses



Dia. 2: loses



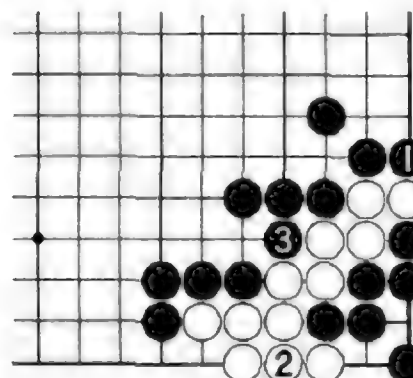
Dia. 3: ko



Dia. 4: correct

Dia. 4. Dipping back into the corner with 1 may look strange, but it is the only way to win the fight. White 2 is forced, but Black 3 reduces White's liberties, so that —

Dia. 5. White is never able to give atari. Black 1 in Dia. 4 is a clever application of the proverb, 'one eye beats no eye'.

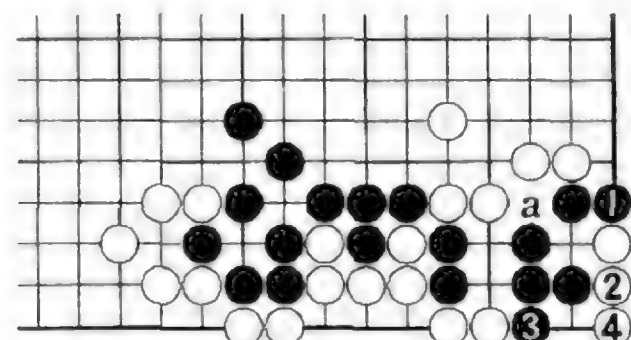


Dia. 5: Black wins

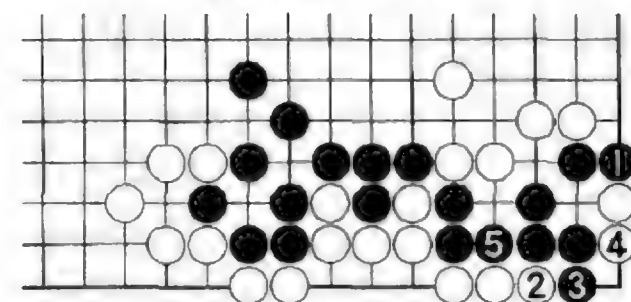


Answer to Problem 3

Dia. 1. Black 1 is the only move, and White 2 is the strongest counter. Black 3 next is wrong, however. After White 4, Black is dead regardless of whether or not he plays a stone at 'a'.

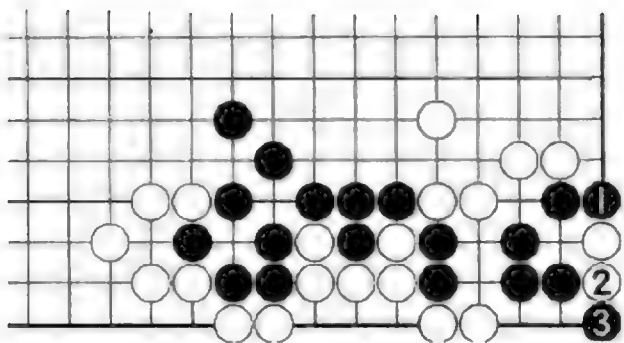


Dia. 1: dead



Dia. 2: wrong for White

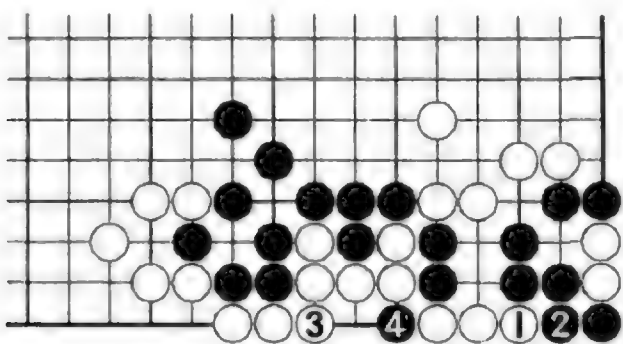
Dia. 2. If White answers 1 with 2, then Black can live with 3 and 5, but White will not be so generous.



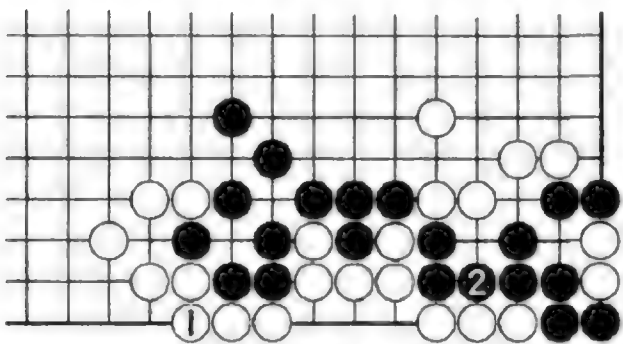
Dia. 3: correct

Dia. 3. After White 2, Black must make a throw-in at 3. This may be a bit of a blindspot. Next —

Dia. 4. If White continues with 1, then Black can live with 2 and 4. White cannot save the three stones on the right. Instead of 3 —



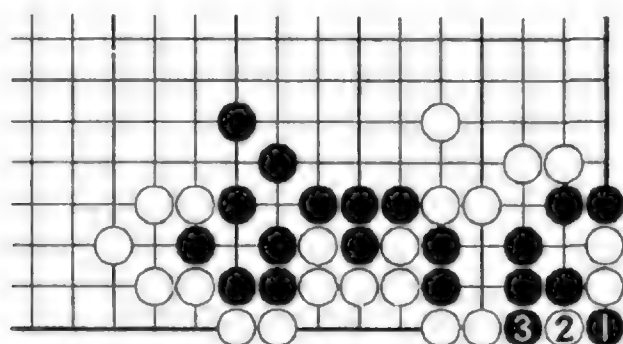
Dia. 4: alive



Dia. 5: alive

Dia. 5. Connecting at 1 here doesn't help: Black still catches three stones.

Dia. 6. If White captures at 2, Black plays 3 and lives. If White connects at 1, Black captures at 'a' and makes two eyes with the oshi-tsubushi technique analysed in 'Basic Fighting Techniques' in this issue.

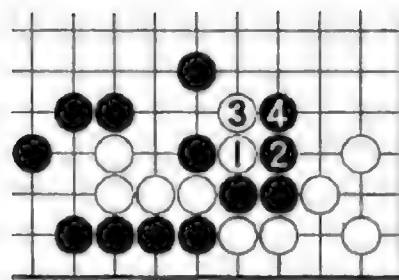


Dia. 6: alive

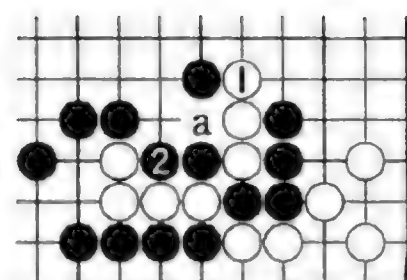
Answer to Problem 4

Dia. 1. Cutting at 1 is useless. White runs out of moves after Black 4. Next —

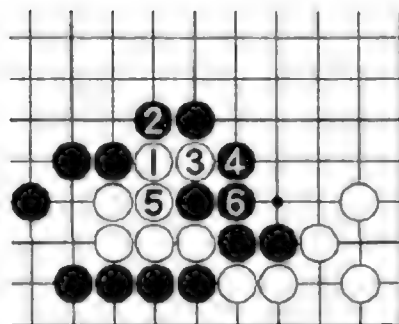
Dia. 2. If White 1, Black captures the four stones with 2. If White 1 at 'a', Black plays 1 and does even better.



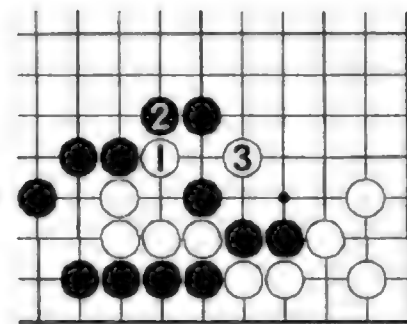
Dia. 1: wrong



Dia. 2



Dia. 2: wrong



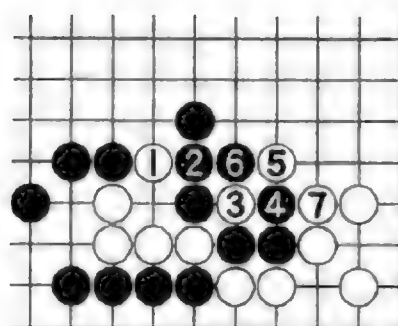
Dia. 4: tesuji?

Dia. 3. White tries the hane at 1. Black 2 is a mistake, but White 3 fails to take advantage of it. Instead —

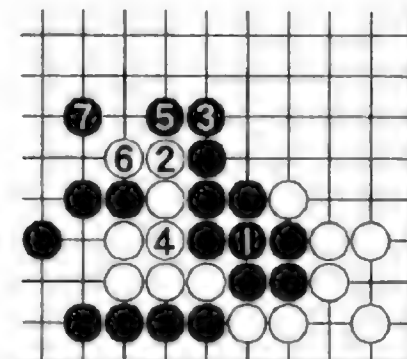
Dia. 4. This is White's chance to play the tesuji of 3. This enables him to escape — the only problem is the assumption that Black will answer 1 at 2. Instead —

Dia. 5. Black can simply answer at 2. After 3 to 7 —

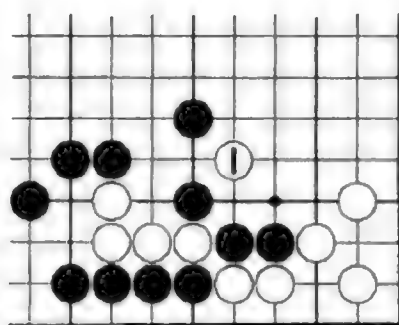
Dia. 6. White tries to extricate himself with 2 etc., but the result is that he is caught in a large geta.



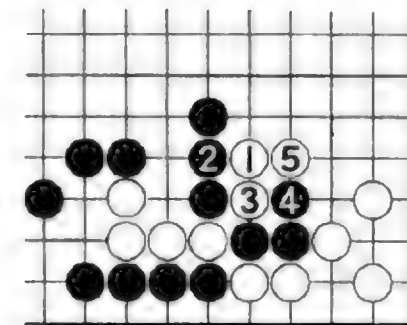
Dia. 5: correct for Black



Dia. 6



Dia. 7: correct

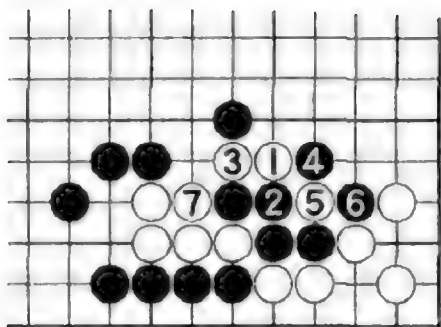


Dia. 8

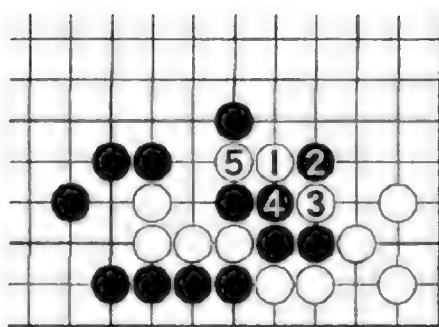
Dia. 7. The correct answer is the peep at 1. This was the vital point in Dia. 4, but the absence of the 1-2 exchange there makes all the difference.

Dia. 8. If Black connects at 2, the rest is easy.

Dia. 9. If Black 2 here, White pushes through at 3, then follows up with the throw-in at 5 to rescue his group.



Dia. 9



Dia. 10

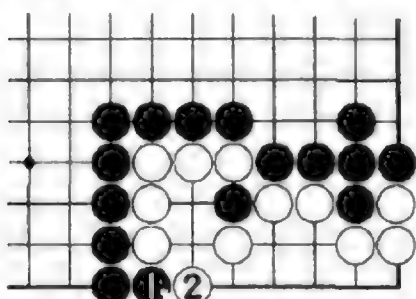
Dia. 10. If Black 2, White 3 transposes to the same sequence as in Dia. 9. The conclusion is that Black has no answer to the peep at 1.

Answer to Problem 5

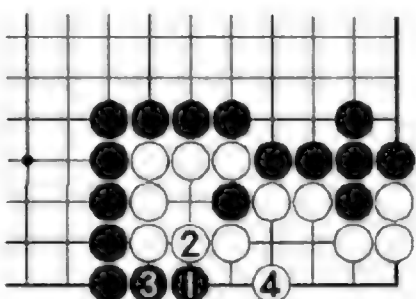
Depending on how Black plays here, White's territory is reduced to 11, 8, 7, 6 or 5 points. We'll work our way to the correct answer in that order.

Dia. 1. Black 1 is the move if you don't want to think. It gives White a generous 11 points.

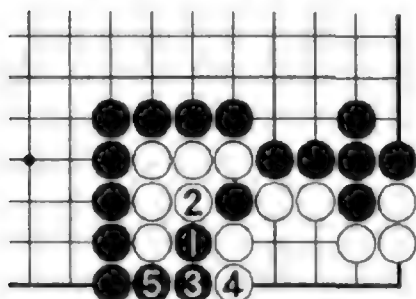
Dia. 2. Jumping in at 1 is a little better. This reduces White to eight points, but Black cannot be proud of his play.



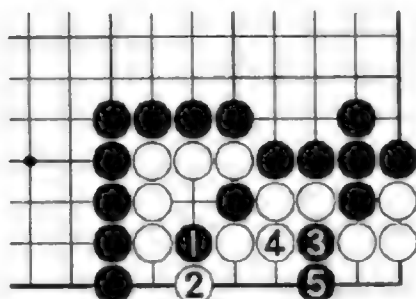
Dia. 1: 11 points



Dia. 2: 8 points



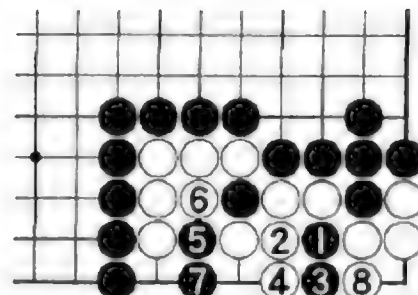
Dia. 3: 7 points



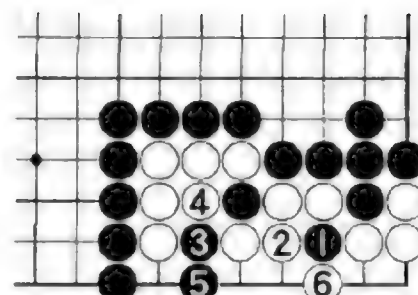
Dia. 4: wrong

Dia. 3. Wedging in at 1 is a tesuji. If White 2, White is reduced to seven points — getting better for Black, but still not the correct answer.

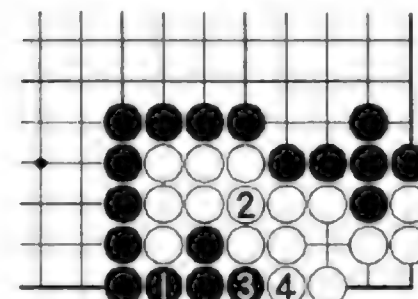
Dia. 4. Note that White cannot answer 1 at 2,



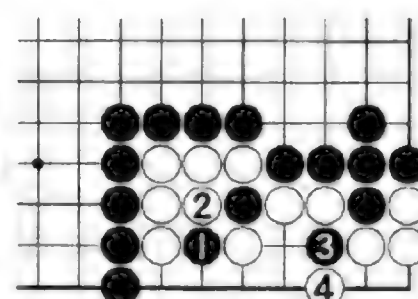
Dia. 5: 6 points



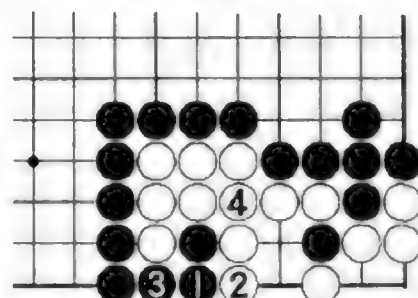
Dia. 6: correct



Dia. 7: 5 points



Dia. 8: wrong



Dia. 9: 7 points



as Black captures the three corner stones with 3 and 5.

Dia. 5. Black takes a hint from Dia. 4 and starts out by cutting at 1. After Black 3, White ends up with six points if he answers correctly. This is only one point off the correct answer — actually, there is a problem with Black 3.

Dia. 6. Black should switch to the wedge at 3 immediately. After 6 —

Dia. 7. Black plays 1 and 3 in sente. White ends up with just five points, so finally Black has got the correct answer.

Dia. 8. The timing is important. If Black plays at 1 before cutting at 3, White can now answer underneath at 4, so —

Dia. 9. He ends up with seven points (the same as Dia. 3).

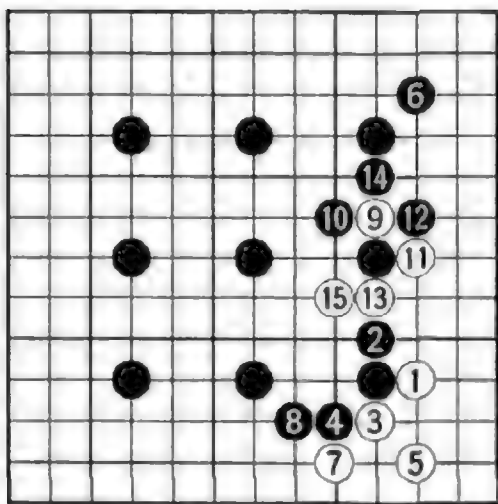
(*'Let's Go'*, March 1983)

Nemesis v. Nakayama

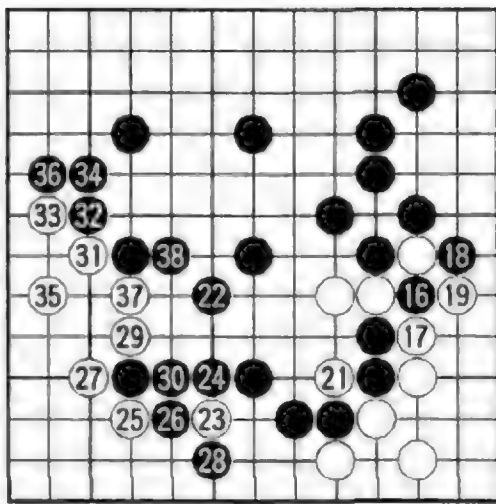
Western go software is poised to invade the Japanese market. Two Western programs, Bruce Wilcox's Nemesis and Alan Scarff's Microgo2, are about to be marketed in Japan, by Bullet Proof Software and the Ishi Press respectively. Initially, both programs will be put out for the 16-bit NEC 9801. These programs might take the locals by

surprise, for there has not been very much activity in go programming in Japan.

Below, we present the first game we know of between a professional and a computer. It was played by Nakayama Noriyuki 5-dan against Nemesis when he was a house guest of Bruce Wilcox during his instruction tour of the U. S.

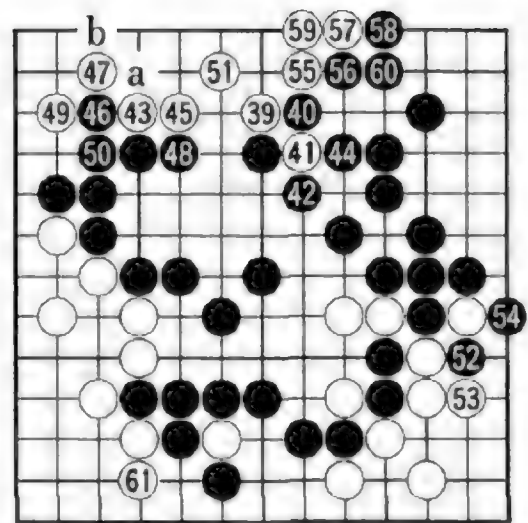


1 – 15



16 – 38

20: connects

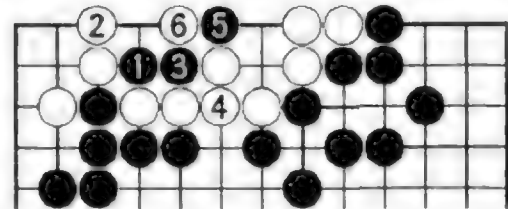


39 – 61

White: Nakayama Noriyuki 5-dan
9 stones: Nemesis
Played on 30 July 1984 in Boston.

last year. Nakayama was very impressed with the strength of Nemesis, particularly with the fact that it knew when the game had ended and didn't fill in any of its own liberties. It also correctly calculated the score. At the time, Nakayama estimated its strength at 20-kyu; by the time it is released in Japan, it will probably be around 15-kyu on a 19x19 board. The most impressive thing about the program is that it has beaten human opponents around 20-kyu in a tournament.

Black 6 in Figure 1 is a good tenuki. Black 12 also shows that Nemesis knows what it is doing. Its main weakness is that it's easy to trick it with sacrifice moves, as White does with 15 and



27.

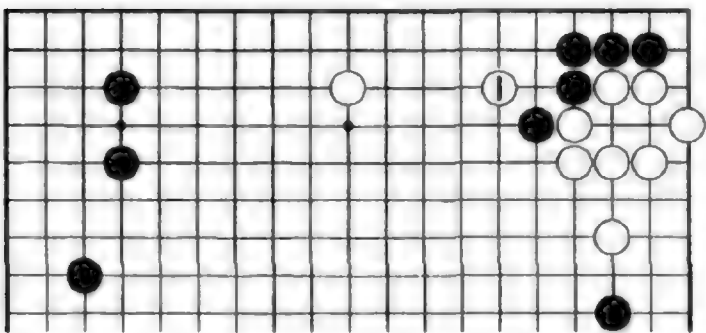
A high-level life-and-death problem comes up at the end of the game. After 61, Nemesis filled in the dame in order to wind up the game. It may look as if Black could cut off White 49 by making a cut at 'a'. However, White has a clever answer at 'b'. Dia. 1 shows that this saves all of White's stones (confirm for yourself that any other move loses something). It would be nice to think that the computer refrained from playing 'a' because it saw the refutation at 'b': that would make it professional level instead of amateur 20-kyu.

White wins by 2 points.

Practical Tactics and Tesujis

Rin Kaiho, 9-dan

In each of the two problems below, the players have to make an important tactical decision, one that will have a big influence on the subsequent flow of the game. If confronted with these problems in actual play, how would you deal with them?



Voice Recorder 361

Konishi Taizo 6-dan

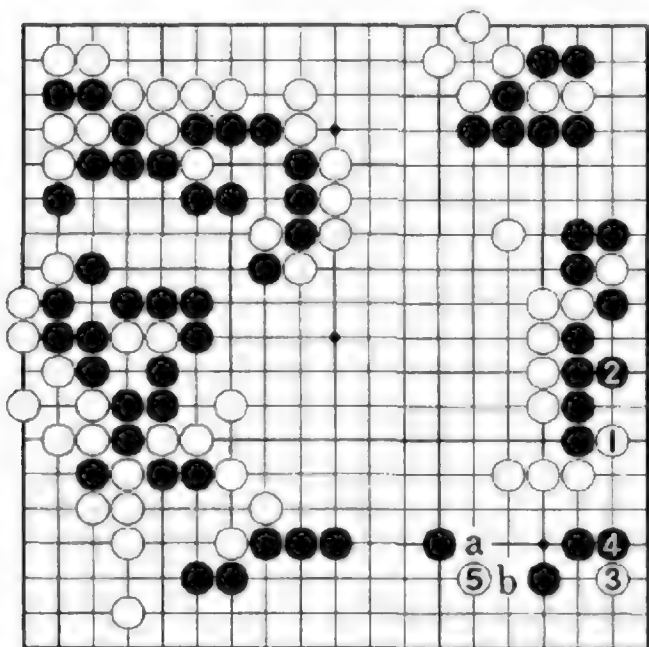
'Voice Recorder 361', which is serialized in 'Kido', is a light-hearted look behind the scenes of tournament go. The writer, Konishi Taizo, is one of the small number of professional players active as go writers. He is a semi-disciple of Fujisawa Shuko and often works as a ghost writer for him, in addition to publishing game commentaries and articles under his own name.

A gamble?

In the professional players' anteroom, Kanashima Tadashi (then 7-dan) was going over his game with Kobayashi Satoru in the 7-dan semifinal of the Kisei tournament played the other day (19 April 1984).

Kanashima: 'The game looks quite close. Isn't there some way for White to win in the yose?'

O Rissei 7-dan, who happened to come by just then, offered: 'Couldn't you try forcing with the hane at 1, then playing the 3-5 combination?'

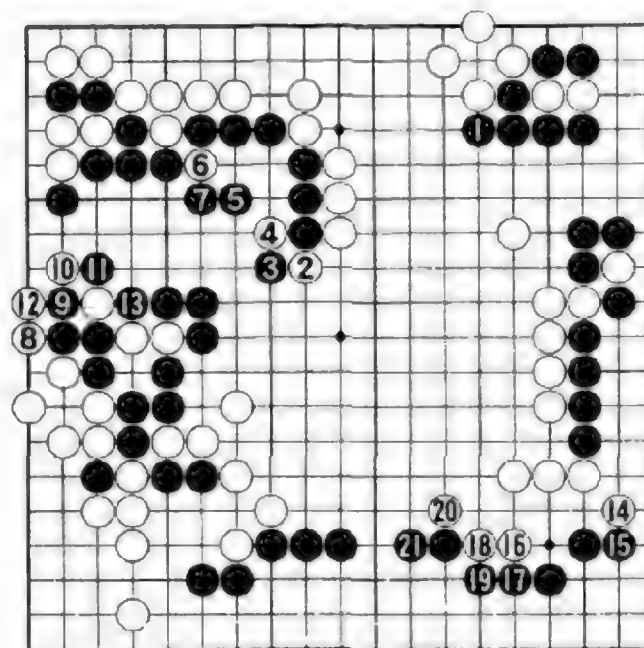


Dia. 1

Kanashima: 'Of course. If Black 'a', the idea is to play White 'b'. However, you look at it, this works. Actually, I thought that there was something shaky about this black territory.' And he slapped his knee in keen regret.

The players then investigated the problem of whether Black 1 in Dia. 2, a few moves back, was too small.

Kanashima: 'Usually extending at 2 with 1 would be the only move. In that case, I could not have expected to make any centre territory, so of course I would have tried my hardest to find a move at the bottom. When I was able to play 2 and 4 and surround the centre with 16 etc., I judged that the game was close, but this was too complacent.'



Dia. 2

Konishi: 'Black 1 shows how astute Satoru is. He gambled that he could permit White 2 and 4 and let you surround the centre but steal the game from you.'

Leaving aside the question of whether or not Kobayashi saw the combination in Dia. 1, it's certainly true that in a sense Black's aim in permitting White 2 in Dia. 2 was to tempt White to play 16.

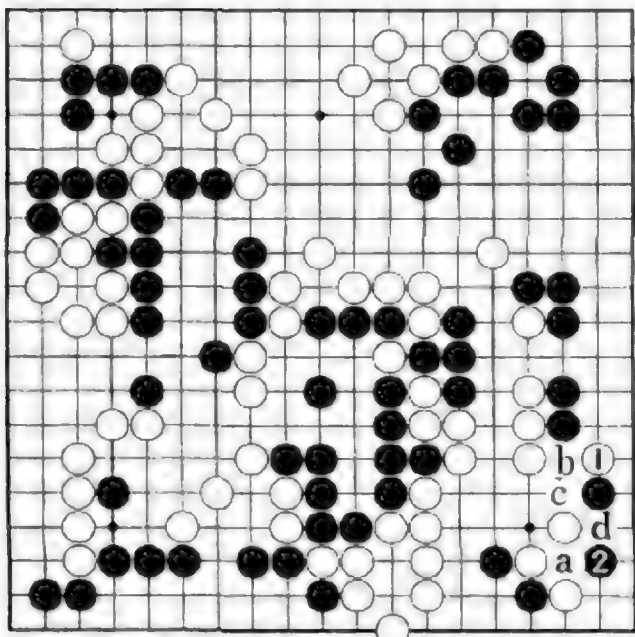
If you reach the 7-dan final, you earn the right to play in the All-dan Playoff, the second stage of the Kisei. Someone said: 'Losing in the semi-final is the most painful and futile way to lose.'

But another voice countered: 'What nonsense! Being eliminated in the first round is obviously more painful!'

That seems true enough. Half the players suffer this ignominious fate.

Surface silence

I was watching a game between Iwata Tatsuaki 9-dan and Kada Katsuji 9-dan at the Central Japan (Nagoya) headquarters of the Nihon Ki-in. They are two of the least talkative players you could hope to find. Apart from the greeting 'It's been a while' before the game, the two indulged in no conversation from the start of the game in the morning until it ended at 1.30 a.m. the next day. On the surface silence reigned, but if you looked



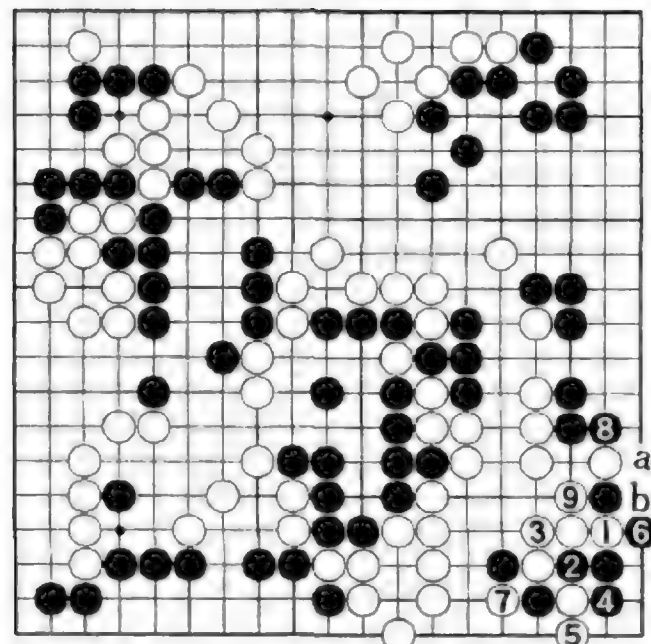
Dia. 1

closely at the board, the stones spoke eloquently of the heated contest and sparks flew from the clash of wills.

There was a scene that made a deep impression on me.

On the 134th move, Iwata attached at 1 in Dia. 1. In this kind of position, 1 is a tesuji. As always, Kada was in time trouble, having gone into byo-yomi 100 moves earlier, but he quietly counter-attacked at 2. This looked like a clever move, taking advantage of a momentary relaxation of the opponent's guard. If White answers at 'a', Black plays 'b', making miai of 'c' and 'd', and so frustrates the aim of Black 1.

White calmly blocked at 1 in Dia. 2. The moves to 9 flowed smoothly. They both seemed to have



Dia. 2

it all read out. Looking at the sequence, you might think that it's a natural flow of moves, with nothing out of the ordinary. But perhaps my wits had been dulled by a dozen hours or so of watching the game. The moment Black cut at 2, I thought that White would collapse; when White descended at 5, that Black would have to resign; only after 6 and 8 had been played did I become aware of the inevitability of each move. I was filled with admiration.

After this, Black switched elsewhere, leaving open the threat of the ko at 'a'. Before long, White added a stone at 'b'. Leaving aside the question of relative profit, what a splendid exchange, worthy of high-ranked players, this was.

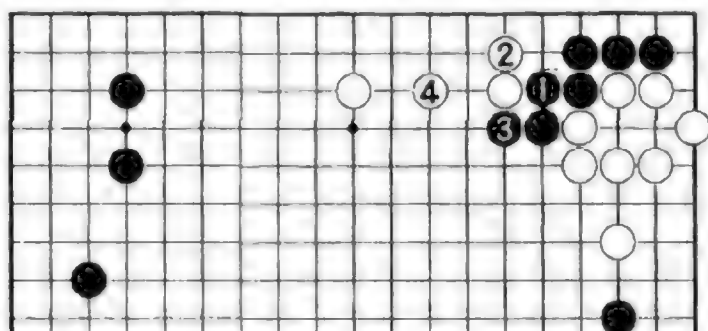
(*'Kido'*, September 1984)

Practical Tactics and Tesujis: Answers Continued from page 50

Answer to Problem 1

The proverb comments that even fools connect against a peep, but there are always exceptions. Before you connect, you have to consider whether there is a preferable alternative or at least what the most efficient way to connect is.

Dia. 1. Black 1 is too docile. If next White 2 and 4, Black is burdened with an eyeless group.



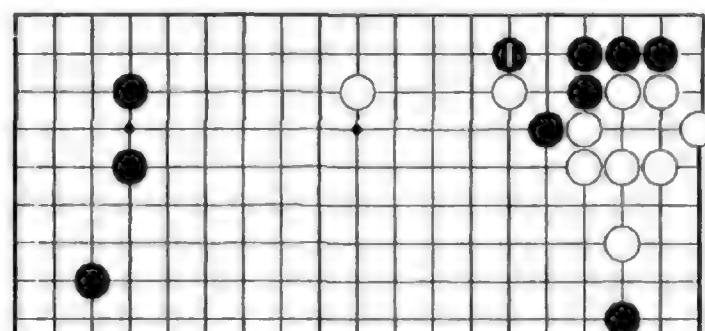
Dia. 1: wrong

Black 1 is clearly a mistake.

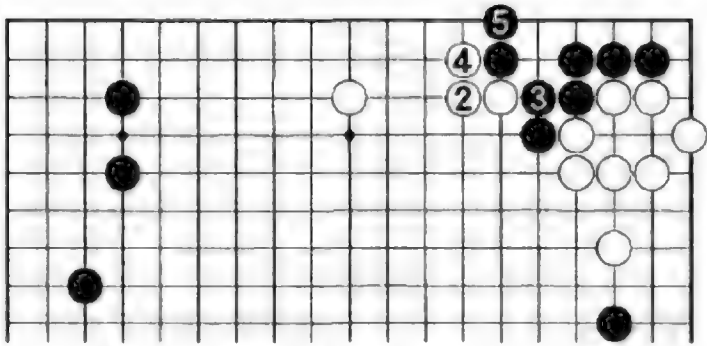
Dia. 2. In this kind of position, attaching at 1 makes good shape.

Dia. 3. If White 2, Black is now happy to connect. If 4, Black descends at 5 and now has the option of making two eyes in gote on the edge. This is quite a difference from Dia. 1.

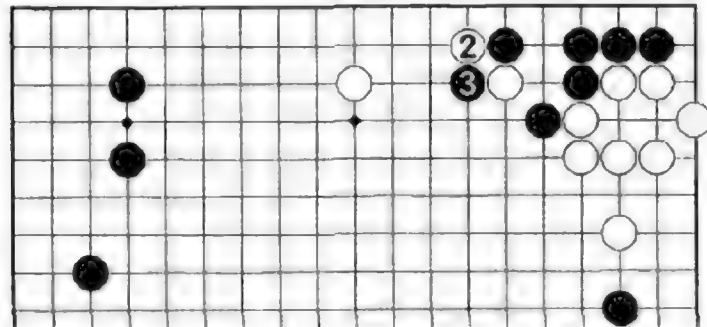
Dia. 4. If White blocks at 2, Black crosscuts at



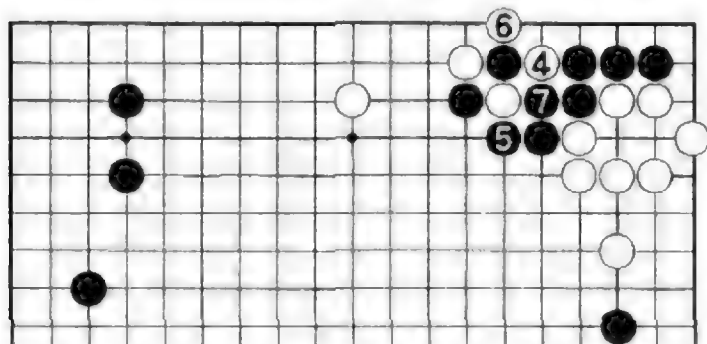
Dia. 2: correct



Dia. 3: success



Dia. 4

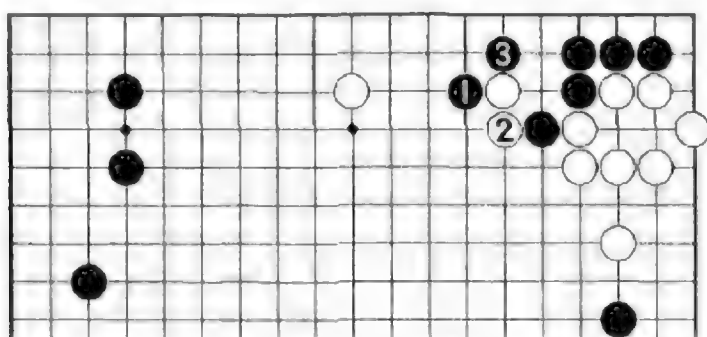


Dia. 5

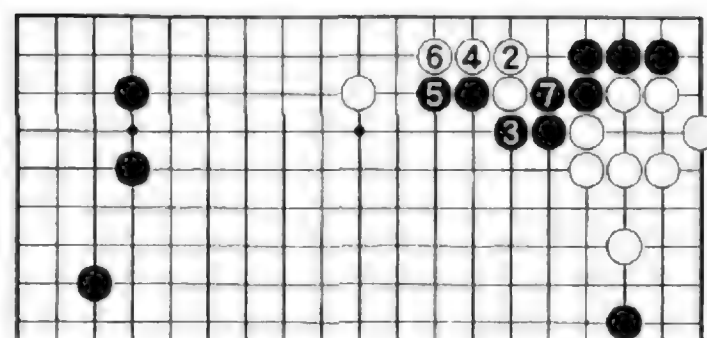
3 and will have no trouble settling his group. For example —

Dia. 5. If White 4, Black plays 5 and 7. It is true that Black does not have two eyes, but White will not be able to attack him severely as in Dia. 1. If anything, the white group is the weaker here.

Dia. 6. Black 1 is an interesting move: it almost qualifies as a correct answer. However, Black 1 in Dia. 2 is preferable as it keeps the game simpler.



Dia. 6: possible



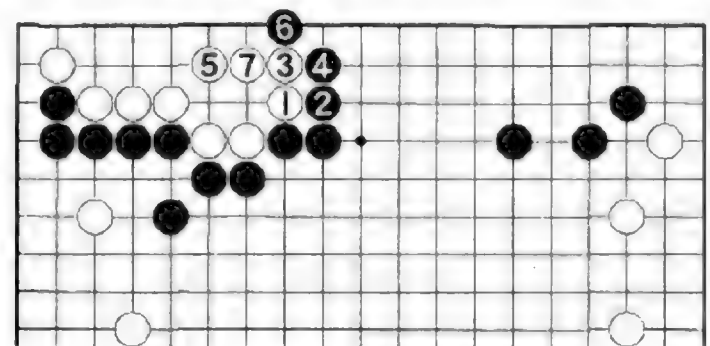
Dia. 7: a little heavy

Dia. 7. White has a troublesome move at 2. Black of course can look after himself up to 7, but his shape is heavier than in Dias. 3, 4 and 5. He has not settled his group quite as well.

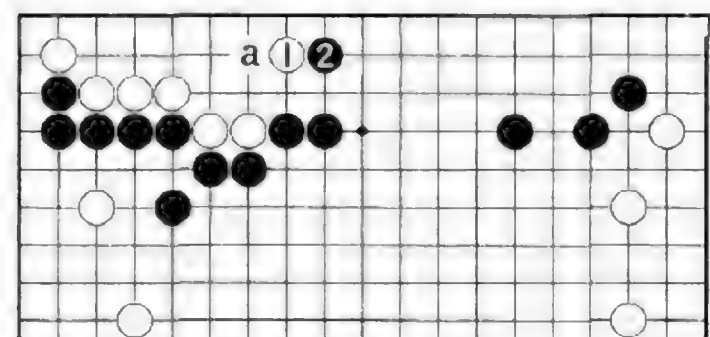
Answer to Problem 2

To begin by stating the conclusion, White cannot tenuki in this position. If he does, one blow at the vital point will kill him. Any move White plays will secure life: the problem is finding the most profitable way to live.

Dia. 1. Many players would play 1 and 3, but this is crude. Black builds a solid wall with 2 and 4, then hanes at 6 in sente. This is hopeless.



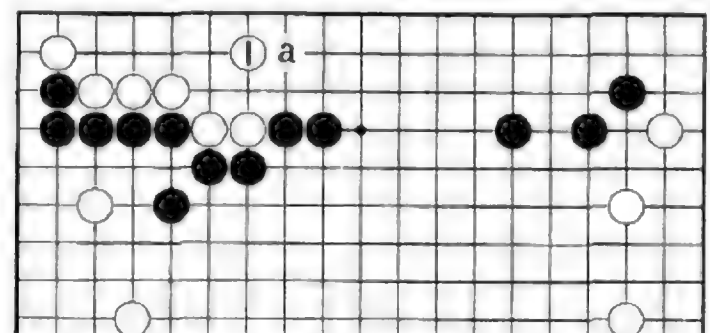
Dia. 1: bad



Dia. 2: no better

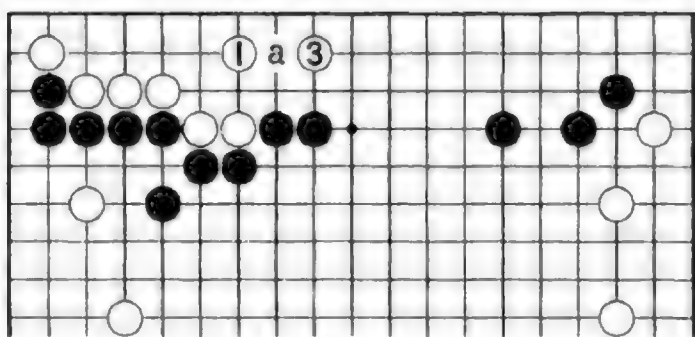
Dia. 2. White throws in a twist with 1, but when Black attaches at 2 his result is no better than in Dia. 1. He has to add a stone at 'a', so once again he has let Black strengthen himself in sente.

Dia. 3. White 1 makes good shape and takes the vital point. If Black later attaches at 'a', White can safely tenuki.

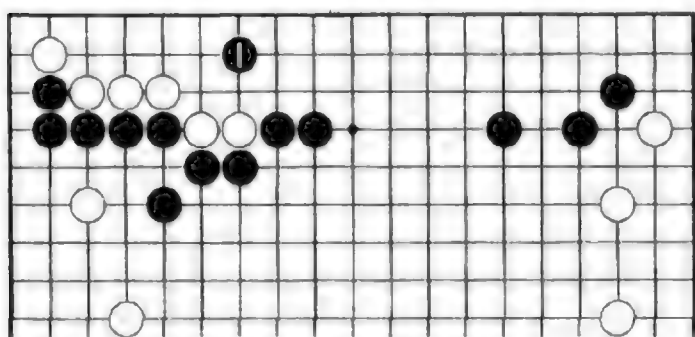


Dia. 3: correct shape

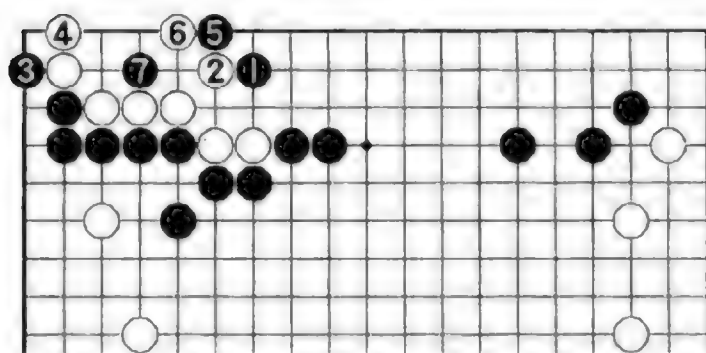
Dia. 4. Depending on the overall position, it's quite possible that Black will switch elsewhere, so later White may find an opportunity to jump to 3. If Black attaches at 'a' to prevent this, that means giving White sente.



Dia. 4

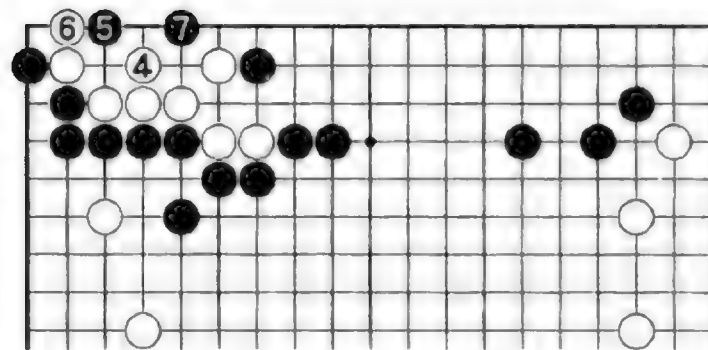


Dia. 5

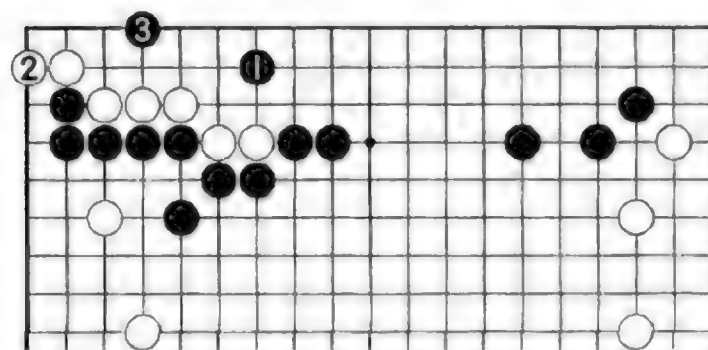


Dia. 6: dead

Dia. 5. If it is Black's turn to play, he of course strikes at the same vital point. White has no answer.



Dia. 7: dead



Dia. 8: dead

Dia. 6. White 2 seems to give White a chance, but Black methodically kills him with 3 to 7. It's surprising how easily this large group can be killed. Instead of 4 —

Dia. 7. If White 4 here, Black still has no trouble in killing White.

Dia. 8. White might play 2, hoping that Black will be satisfied with capturing two stones, but Black is not likely to let him off the hook. The monkey jump at 3 polishes off the whole group.

(*'Gekkan Gogaku'*, Nov. 1980 and Sept. 1981)

9th Gosei Title

1984 was not a complete write-off for Otake, despite his setback in the Meijin title, for he managed to defend his Gosei title against Kato, and without too much trouble either. Actually, it would be quite a surprise to see anyone take this title away from Otake, for he seems to be particularly attached to it. He has appeared in eight of the nine title matches to date and has won six of them. Last year's win was his fifth in a row. The predecessor to the Gosei title was the All Japan Number One Position title, and this Otake completely monopolized, winning it for all five of the terms that it was in existence. He also won the last two terms of the predecessor of this title, the Nihon Ki-in Number One Position, so that means that he has won the title in its various incarnations for 13 out of the last 16 years.

Otake's closest rival in the Gosei title has been Kato, and last year was the fourth time they

clashed in the title match. Kato has won only one of their encounters and has lost all the others 1–3. It will be interesting to see how long Otake can maintain his iron grip on this title.

Game One

White: Kato Masao, Oza (then aged 37)

Black: Otake Hideo, Gosei (then 42)

Played on 5 July 1984 in Takamatsu City, Shikoku. *Commentary by Takemiya.*

Figure 1 (1 – 50)

This game is perhaps the most interesting of the series — it features a complicated aerial fight, with both players treading a tightrope.

White 26 aims at the invasion at 'a'. However, when Black plays the sequence from 27, his centre influence makes it hard for White to go through with 'a'. Instead of jumping into the centre with 28, perhaps White should have tried

Gosei Title Winners

1st Gosei (1976). Kato beat Otake 3–2.
 2nd (1977). Kato beat Takemiya 3–0. (GW3 & 4)
 3rd (1978). Otake beat Kato 3–1. (GW9 & 10)
 4th (1979). Cho beat Otake 3–0. (GW16)
 5th (1980). Otake beat Cho 3–1. (GW22)
 6th (1981). Otake beat Kato 3–1. (GW26)
 7th (1982). Otake beat Cho 3–2. (GW30)
 8th (1983). Otake beat Awaji 3–2. (GW34)
 9th (1984). Otake beat Kato 3–1. (GW39)

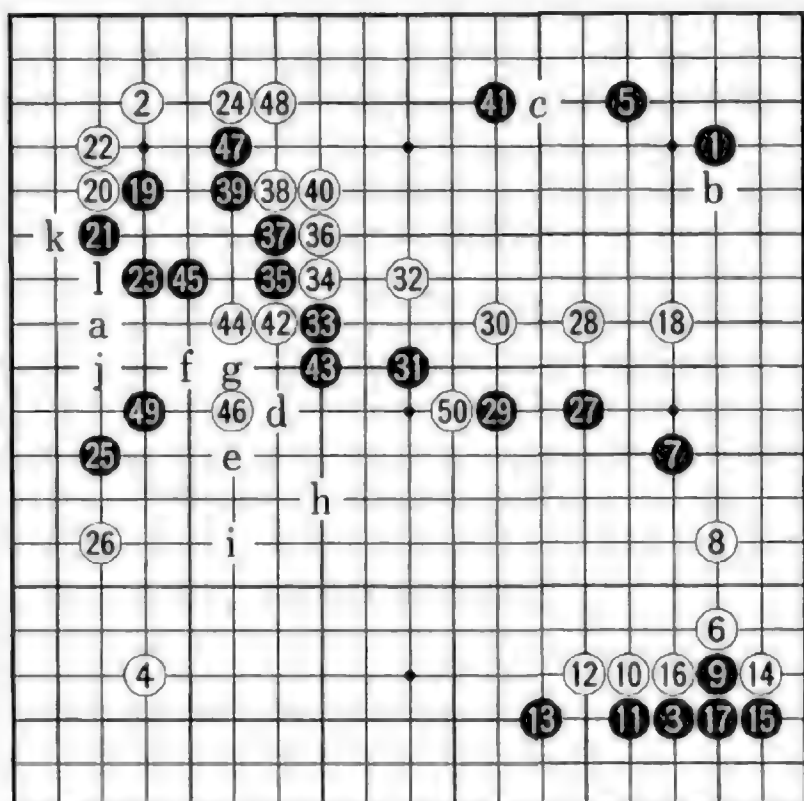


Figure 1 (1 – 50)

to get sabaki on the side by attaching at 'b'.

Black 41. Essential to forestall White 'c'.

Black 49. Black is ready to face White's attack in the centre with 50, but instead of 49 he could have considered forestalling White 50 by attaching at 'd'; if then White 'e', Black 'f', White 'g', Black 'h', and White 'i' give a more peaceful game. (If White then invades at 'a', Black settles his group with 'j', White 'k', Black 'l'.)

Figure 2 (51 – 100)

Black 55. When in trouble, play elsewhere. Black can't find a good direct answer to White's peep at 54.

White 56. A very difficult choice: White could also connect at 'a' or at 57. Kato considered 'a' too submissive, while the fight that develops after 1 in Dia. 1 looks unsatisfactory for White, considering that Black retains the aji of 'a'.

Black 65. Now we see why Otake peeped at 55: he has outmanoeuvred Kato in the centre.

White 66. The game will be over if White loses his two stones here, so he has to drag them out.

Otake v. Kato

Otake and Kato have clashed quite often – 51 times, in fact, prior to the start of this match. Otake has a slight edge, having triumphed in 27 of the encounters. Before the match began, Kato vowed to take revenge for his past setbacks against Otake in the Gosei. Otake was not complacent: 'I know better than anyone how awesome Kato's destructive power can be. I'll take plenty of care not to fall prey to him.'

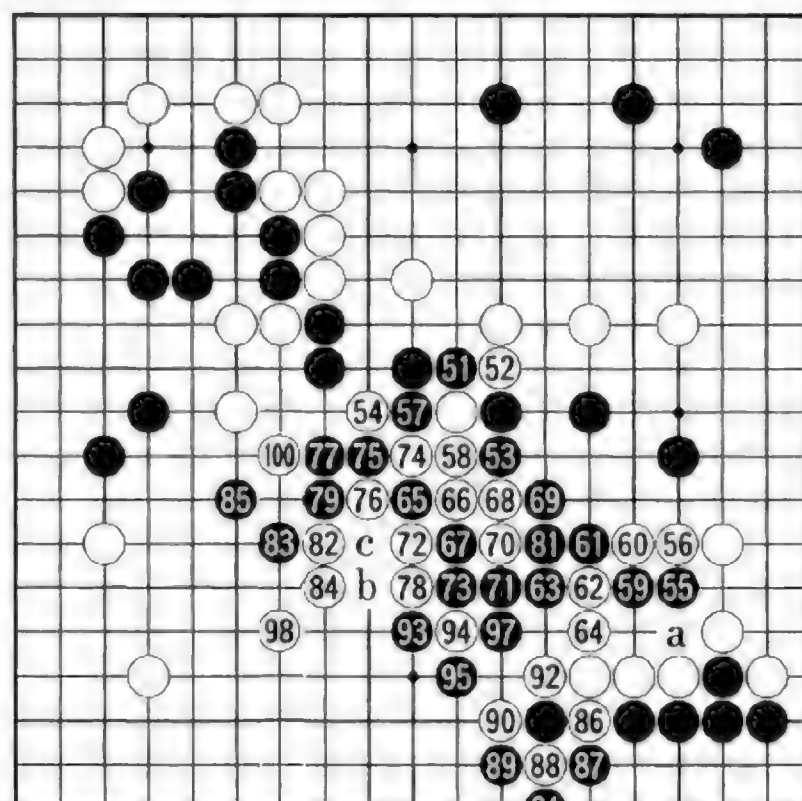
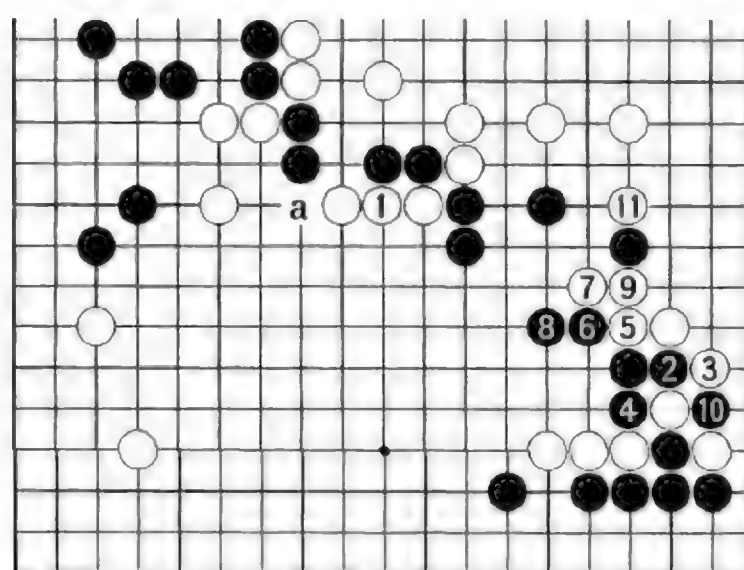


Figure 2 (51 – 100)

80: at 65; 96: at 88; 99: ko

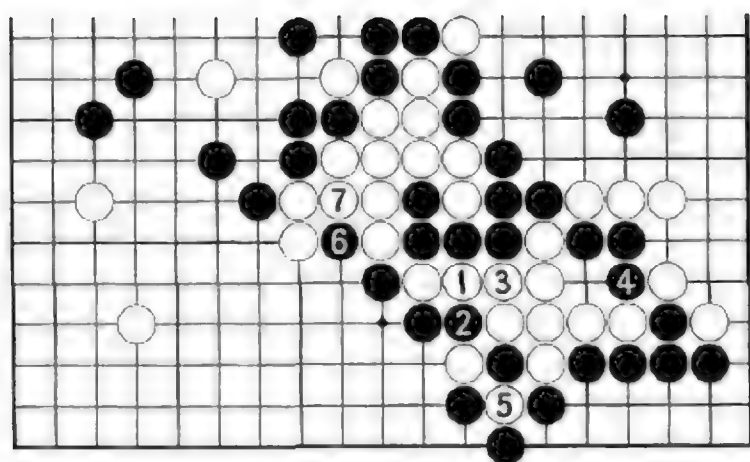


Dia. 1

The continuation to 85 is more or less forced (except for 73, for which Otake also considered connecting at 74). White manages to extricate himself, so he switches to 86, setting up a ko.

White 94. If omitted, Black captures the group with 'b', White 'c', Black 98.

White 96. White can't save his stone – see Dia. 2 (next page). After 8 there, Black would ignore whatever ko threat White played. All the same,



Dia. 2 8:ko

having to let Black capture with 97 is very painful.

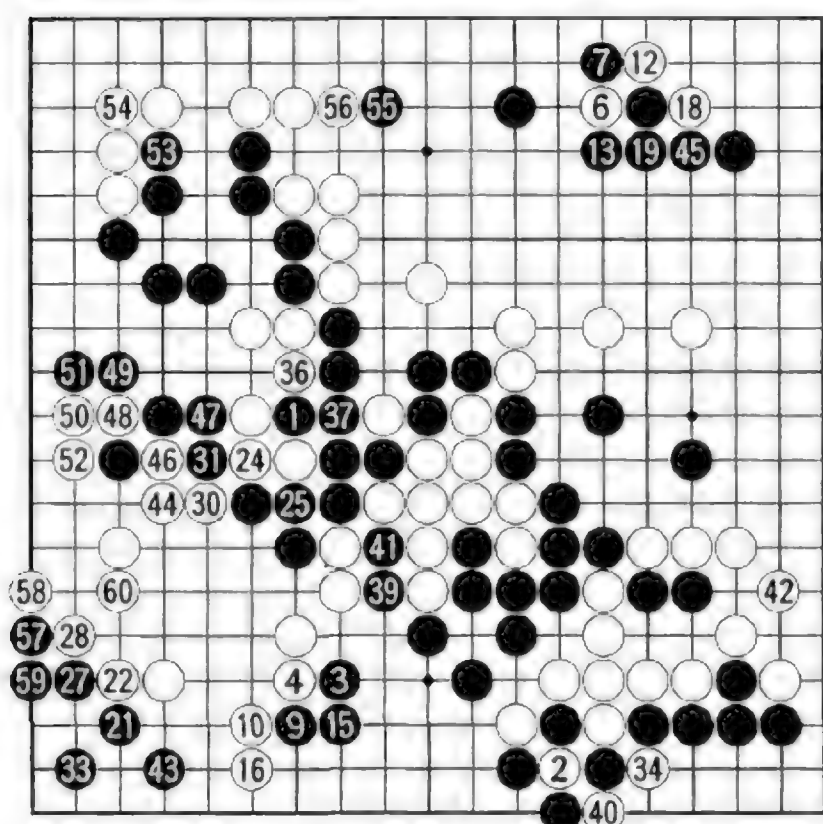
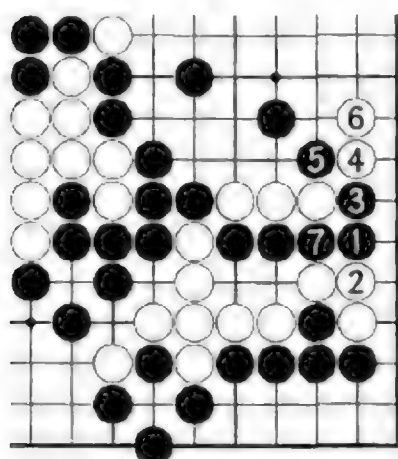
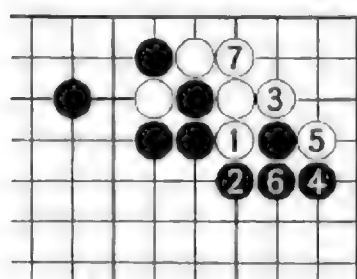


Figure 3 (101 - 160)

Ko: 5, 8, 11, 14, 17, 20, 23, 26, 29, 32, 35, 38



Dia. 3



Dia. 4

Figure 3 (101 - 160)

The ko fight is more serious for White than for Black: if White loses, he has to worry about Black 1 in Dia. 3. However, the ko only becomes a proper ko (i.e., one that he can resolve with one move) for White when he cuts at 34. Unfortunately, Black has just too many ko threats, so he has to give him the centre stones after 39.

White may seem to gain in the trade to 42, but Black is satisfied: he has secured life for his weak centre group, White has had to play negative

ko threats at the top (6, 12, 18), Black also picks up six stones to the left of centre, and on top of all this Black gets sente. He is winning.

Black 45 eliminates the threat of Dia. 4.

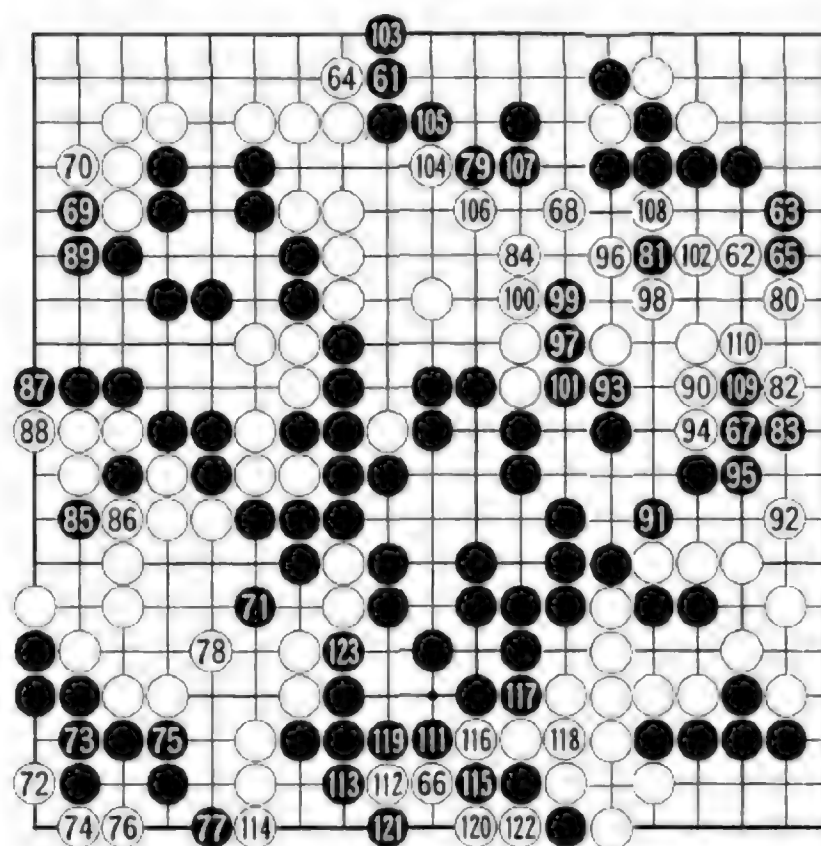


Figure 4 (161 - 223)

Figure 4 (161 - 223)

Otake won this game with his diversionary attack at 55 in Figure 2. From that point on, he took control of the game. It is not often that Kato is so completely outmanoeuvred.

White resigns after Black 223.

Game Two

White: Otake Hideo

Black: Kato Masao

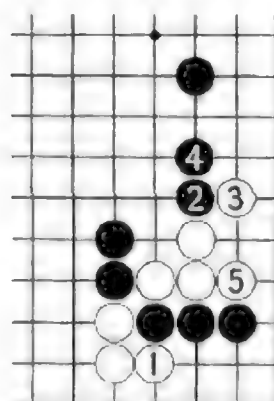
Played on 19 July 1984 in Hiroshima.

Commentary by Ishii Kunio 9-dan.

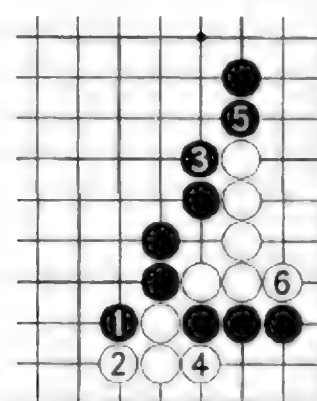
Figure 1 (1 - 50)

This game begins with an unusual exchange in the bottom right corner. It demonstrates why compiling joseki dictionaries is at best an optimistic endeavour.

White 16 is a little unusual. The standard joseki



Dia. 1



Dia. 2

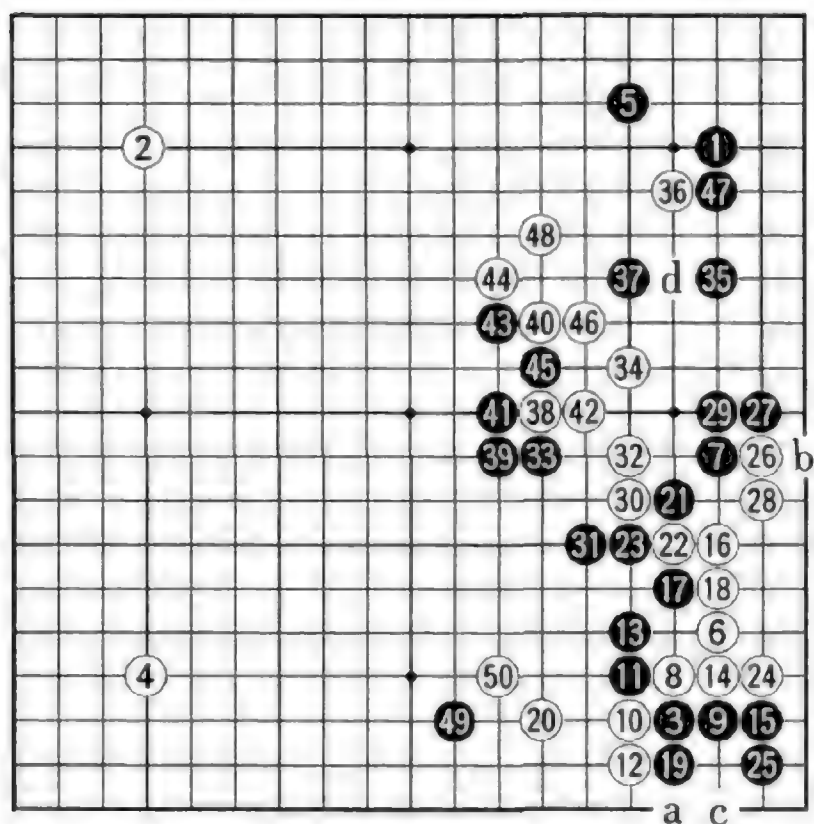
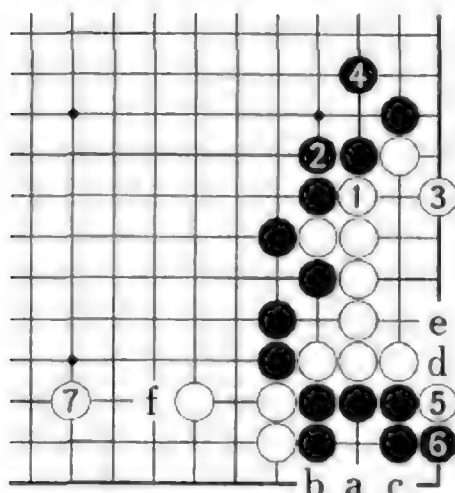
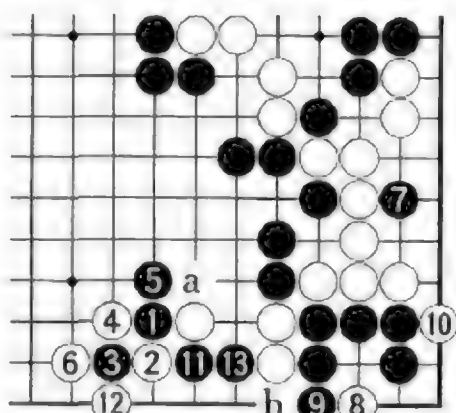


Figure 1 (1 – 50)



Dia. 3



Dia. 4

is shown in Dia. 1 (see *Dictionary of Basic Joseki*, Vol. 1, pp. 66–67). Otake must have felt reluctant to follow his opponent's orders.

Black 19 is even more unusual. Kato must have felt dissatisfied with the 'established' sequence in Dia. 2. The aim of 19 is not to live in the corner but to make use of the corner stones to attack the white groups on both sides. Actually Black 19 gives the corner group so much aji that it is difficult for White to find the best way to capture it.

Black 21 of course takes priority over living with Black 24.

White 28 was later criticized by Otake, who wished that he had played 1 and 3 in Dia. 3. This way the white group would be alive as it stands. The players spent a lot of time going over this exchange after the game and concluded that 4 to 7 would have followed. If White attempts to capture Black by playing 7 at 'a', Black 'b' to White 'e' follow; Black then strikes a violent blow at 'f', and White gets a bad result even if he

captures the corner.

Black 33. If Black 'a', Black would live in sente, as White would have to add a stone at 'b', but Black does not want to play 'a' yet, as White 'b' would affect his position at the top. If White comes in at 'c', Black will attack the group to the left. Keeping a move like Black 'a' in reserve is probably something one would only see in professional play.

Black 37. If at 47, White will get sabaki by attaching at 'd'.

Black 49. Black decides to attack on a large scale. He could also attach at 1 in Dia. 4; if White 2, Black 3 is severe. White 4 and 6 are forced, but then Black switches to 7, killing the whole group. If White 8 and 10, Black can then play 11 and 13, winning the fight. Note that if White plays 2 at 5, Black cuts at 'a'; if White 12 at 'b', Black plays 13 and wins the semeai.

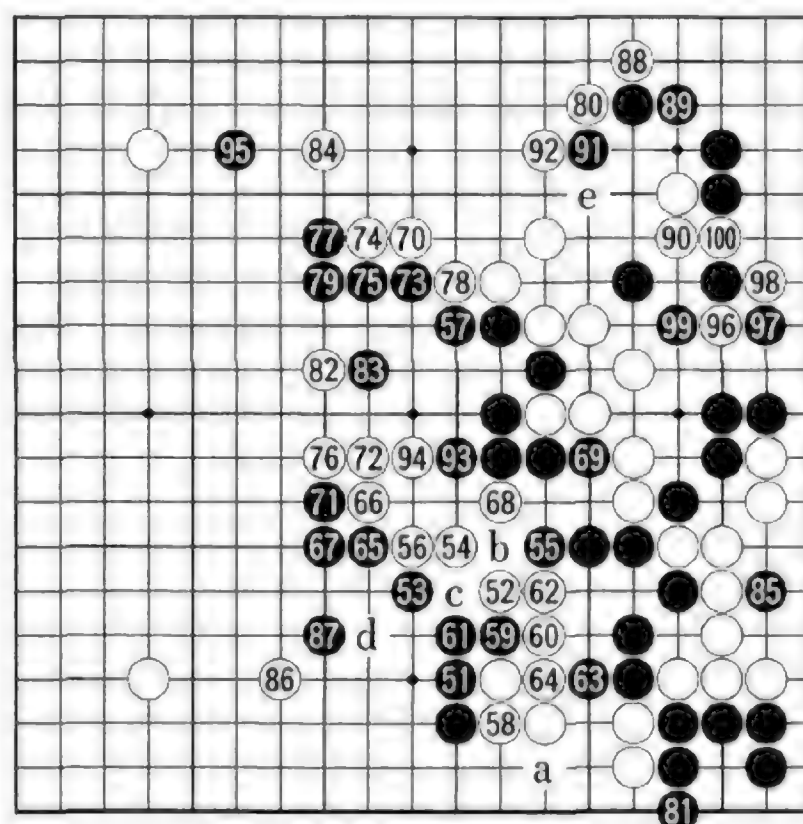


Figure 2 (51 – 100)

Figure 2 (51 – 100)

White 58. To prevent Black 'a'.

Black 69. Black 'b' – White 'c' – Black 'd' is correct.

White 84. White would lose if he permitted Black 84. That means that he has to give up the group on the bottom right.

Black 95. Kato: 'I must extend at 'e'. That would have put me in front.' Kato overlooked White's attack with 96 and 98.

White 96 and 98 are severe: they put Otake back into the game.

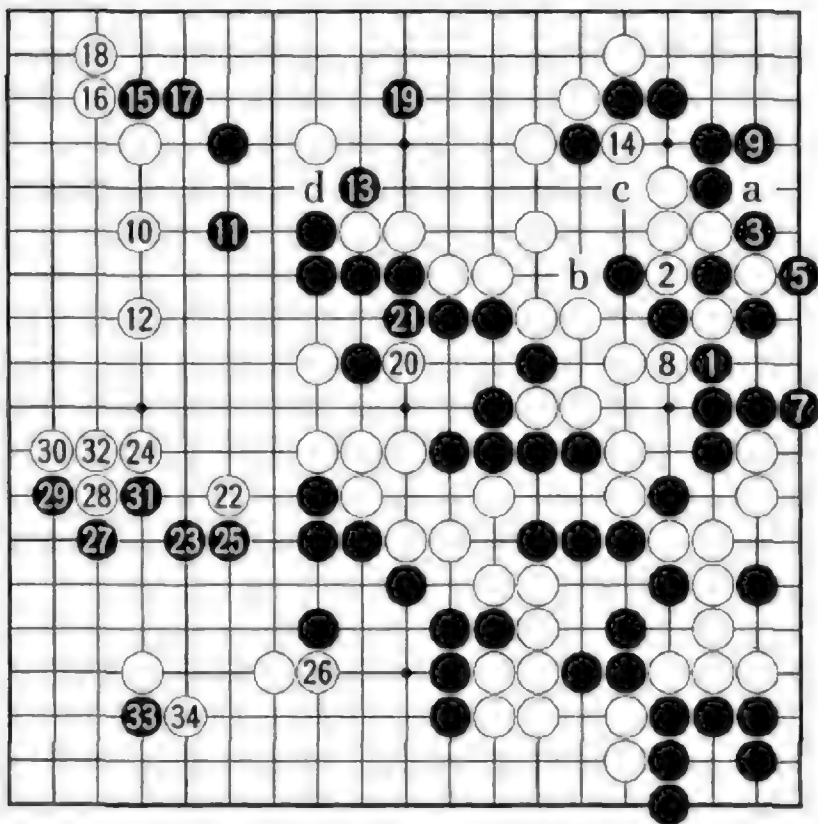
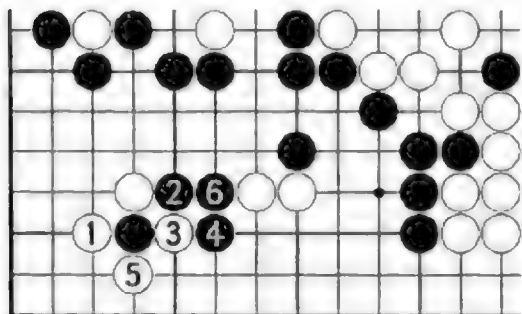


Figure 3 (101 - 134)
4: ko; 6: connects



Dia. 5

Figure 3 (101 - 134)

White 2. The hane at 'a' is much more severe. If Black attempts to cut White off (with Black 'b', White connects, Black 'c'), White wins the semeai that follows. Black 3 to 9 keep the damage Black suffers to a minimum and so he hangs on to the lead (which is about ten points on the board at this stage).

White 14. Countering with 'd' would be unreasonable.

White 26. White must play aggressively: if White 27 instead, Black would block at 26 and win. The centre bottom group here is Black's only weak group, so White has to attack it.

White 34. The only move – White 1 in Dia. 5 would make it too easy for Black.

Figure 4 (135 - 169)

The sequence to 44 is all forced, so Black is able to go back and reinforce at 45. When he played the continuation from 47, eliminating all bad aji in this area, Kato was confident that he had won.

This game was the reverse of the first, with Kato showing to advantage from the fuseki right

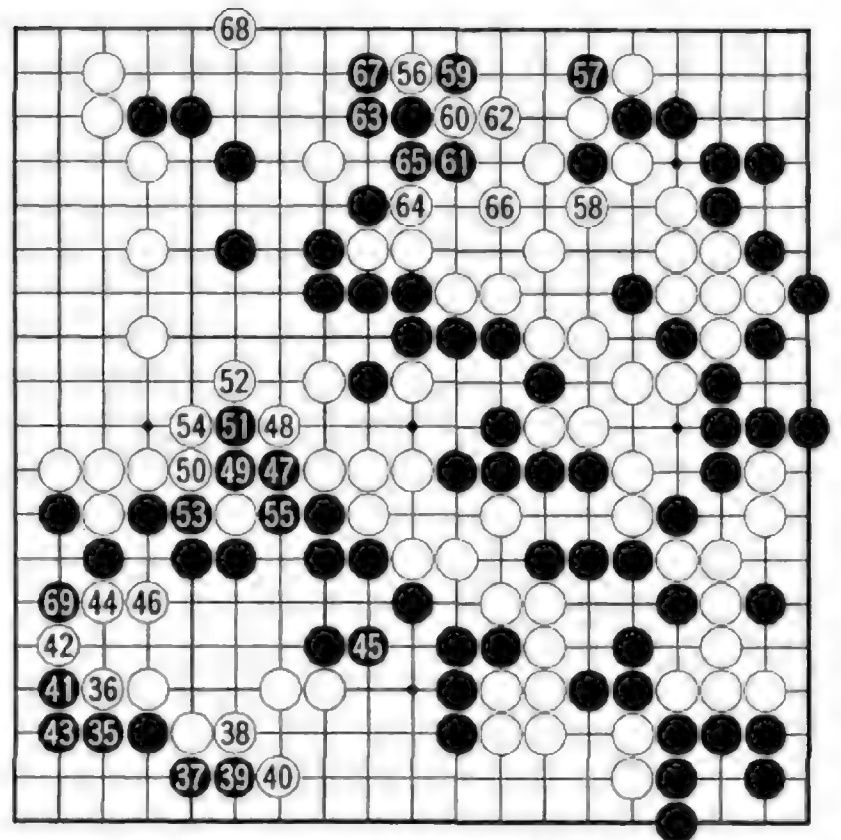


Figure 4 (135 - 169)

through the game. Otake commented that considering the severity of Black's subsequent attack, he should have played the standard move of 19 instead of 16 in Figure 1.

White resigns after Black 169.

Game Three

White: Kato Masao

Black: Otake Hideo

Played on 31 July 1984 in Kanazawa City.

Commentary by Ishida Akira.

Figure 1 (1 - 40)

The sequence to 15 in the bottom right corner is a common handicap-go joseki, but Kato doesn't

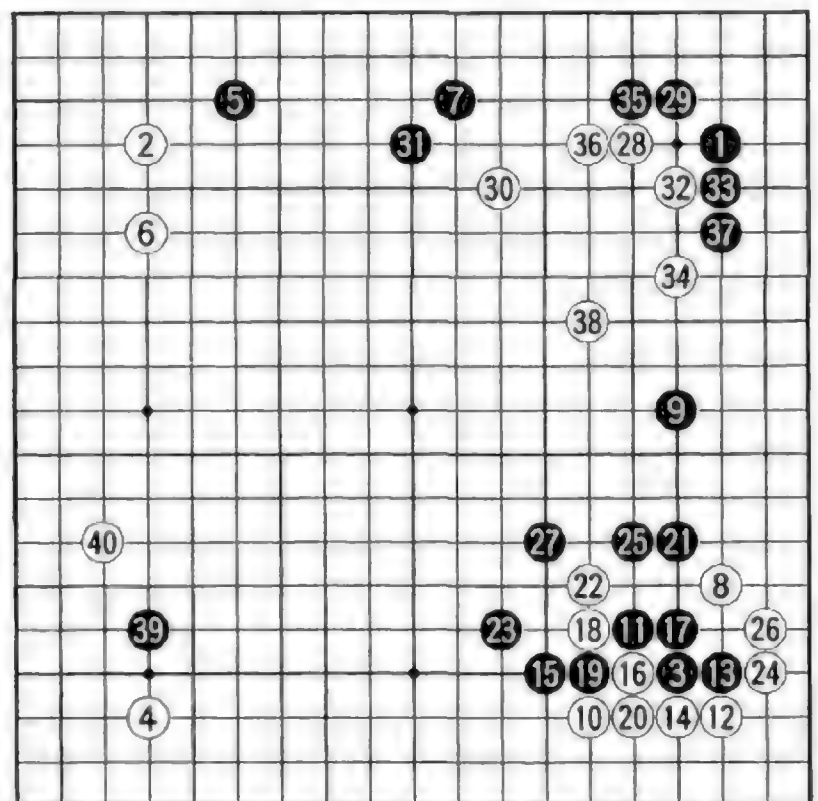
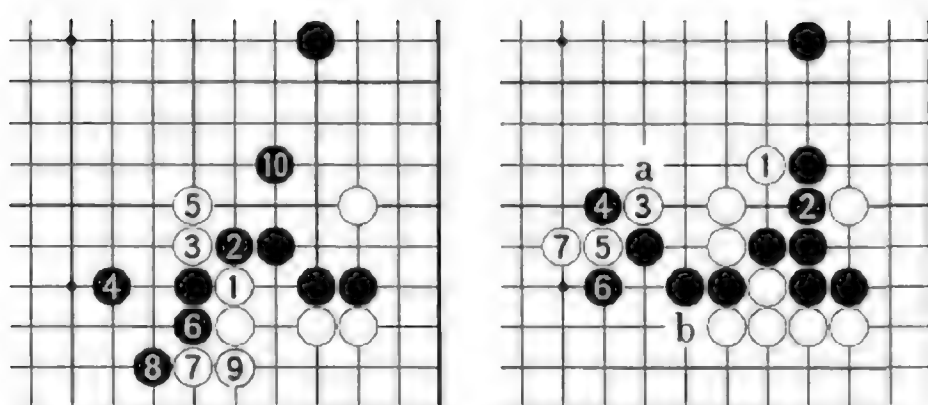
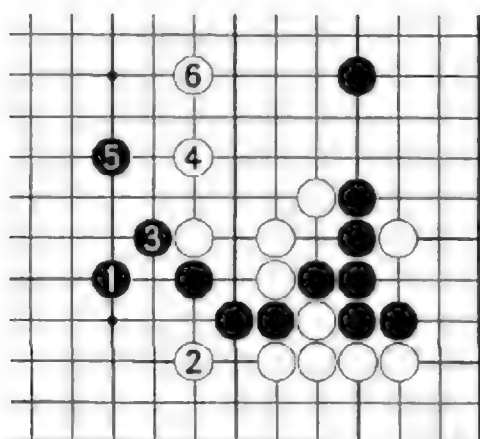


Figure 1 (1 - 40)



Dia. 1

Dia. 2



Dia. 3

continue with the standard sequence shown in Dia. 1. White 16 is a rather blunt move rarely seen in professional play. However, it came up in a game between Otake and Yamashiro Hiroshi in a different tournament.

White 24 is bad, according to Ishida Akira. White must play at 1 in Dia. 2. This was the move Otake played against Yamashiro. After 2, White 'a' and Black 'b' followed, but the latter is such a good point for Black that White 'a' must be slack. Instead, White should try attaching at 3. If Black 4, White 5 is severe; if instead Black plays 4 at 1 in Dia. 3, White jumps out with 4 and 6, moves that help to erase Black's right-side moyo.

The result to 27, with White's cutting stones being captured, is good for Black.

White 30 – 38. White has to play conservatively because of Black's thickness below.

Black 39. Miai with 28 and the last large point of the fuseki.

Figure 2 (41 – 77)

White 44 causes White to fall behind. Ishida: 'White 44 is too slow. Black 45 and 47 are both urgent points in this position. For 44, White 1 in Dia. 4 is the big point. If Black responds with 2, White can go for profit with 3 to 9. Instead of 2, if Black 1 in Dia. 5, White again goes for profit with 2 and 4.'

Black 57 ended the morning's play. Ishida maintained that at this stage Black was ten points ahead on the board. Incidentally, some of the

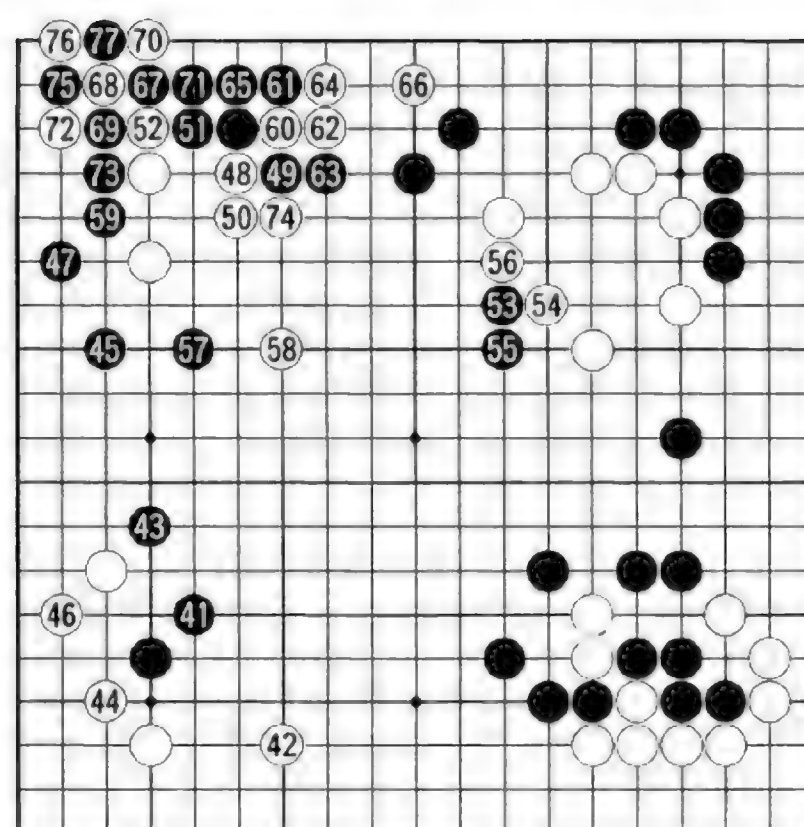
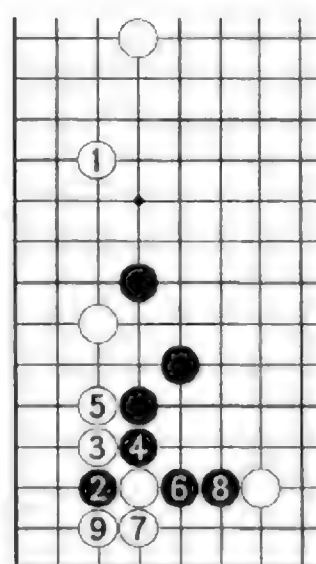
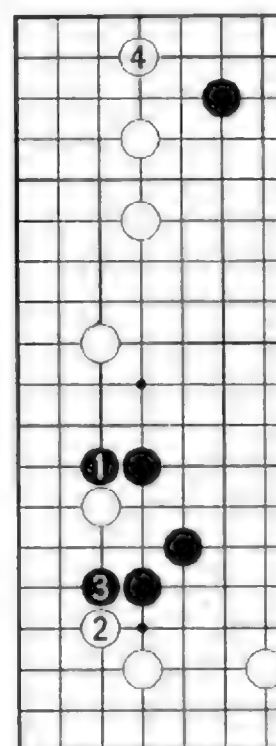


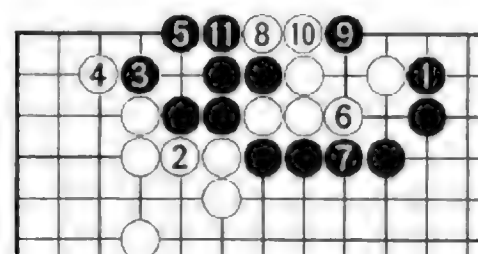
Figure 2 (41 – 77)



Dia. 4



Dia. 5



Dia. 6

spectators had predicted that 57 moves would be played in the morning session, on the basis of the fact that 55 moves had been played in the morning of the first game and 56 moves in the second.

Black 67, 69. Very aggressive – needlessly so? – considering that Black could win the semeai by blocking at 1 in Dia. 6. If White plays 2 at 3, Black still wins with Black 6. Otake must have been confident of winning the ko fight after 76.

Figure 3 (78 – 105) (next page)

White 92. White doesn't have ko threats.

Black 105. A good result for Black, of course. If Otake anticipated this result when he played 67 in Figure 2, then he is quite a player.

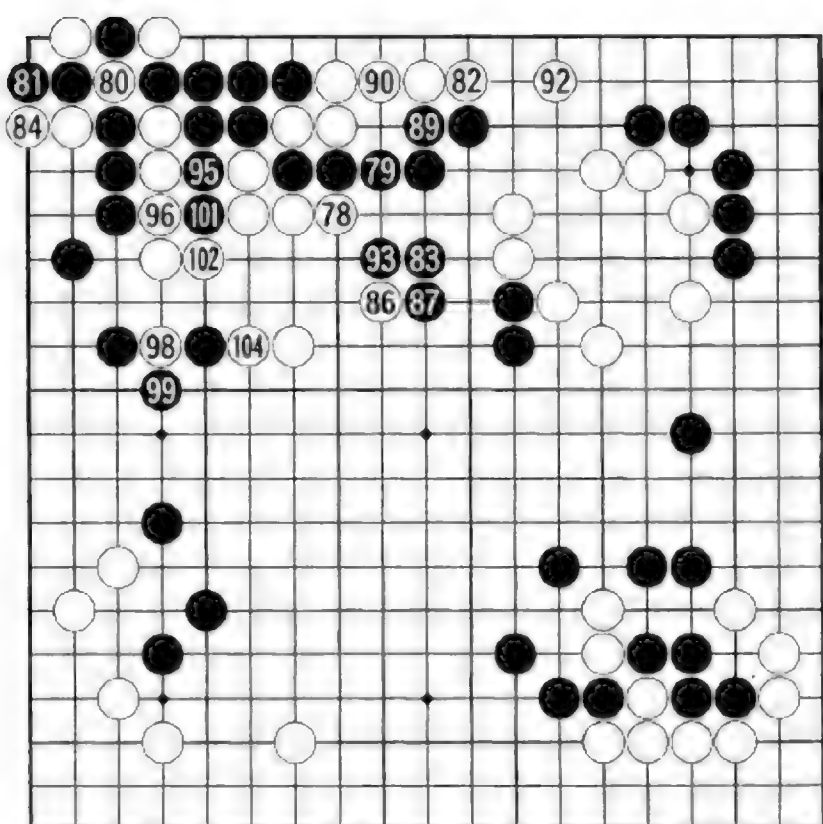


Figure 3 (78 – 105)

Ko: 85, 88, 91, 94, 97, 100, 103; 105: at 80

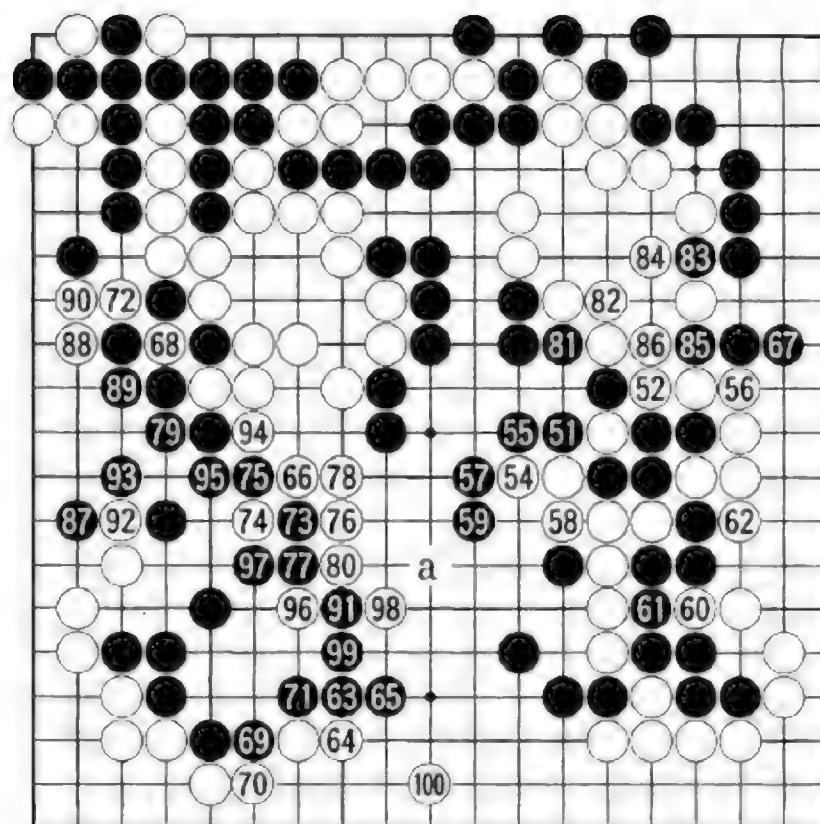


Figure 5 (151 – 200)

53: connects

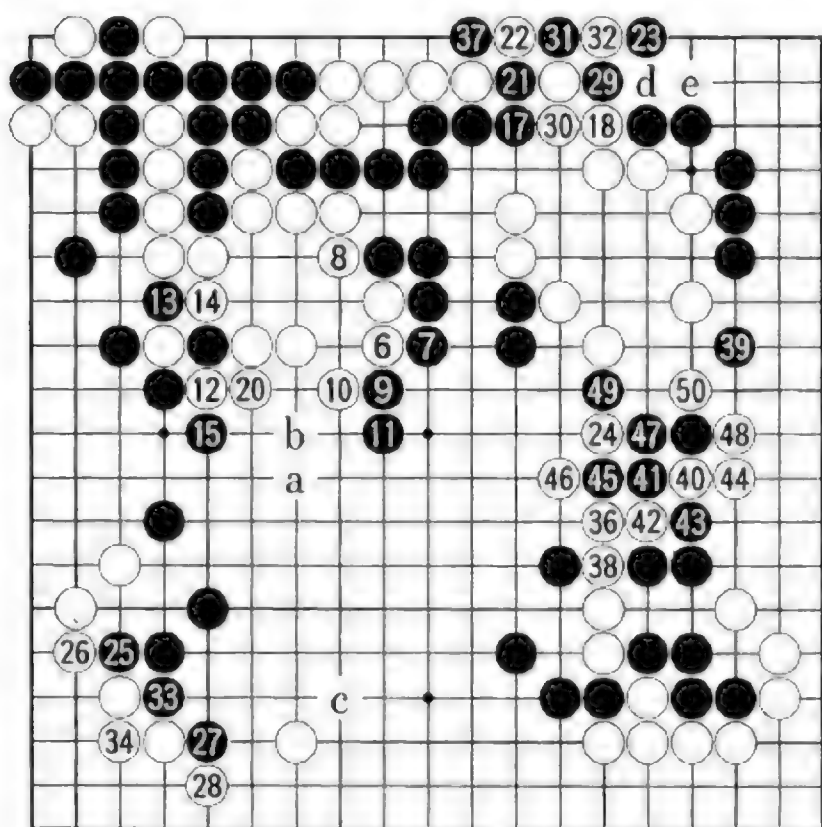


Figure 4 (106 – 150)

Ko: 16, 19; 35: ko (at 32)

Figure 4 (106 – 150)

Black 7 takes things too easy: Black should spoil White's eye-shape by pushing through at 8.

White 14. White should extend at 15.

Black 29. Overdoing things, as Black also has a lot at stake in the ko fight after 31. Black should just consolidate his lead with Black 'a', White 'b', Black 'c'. Playing this ko gives White a chance; it would be much more effective to keep the ko in reserve – the constant threat of the ko would put a lot of pressure on White and sooner or later he would have to waste a move defending (i.e. White 'd', Black 'e', White 29).

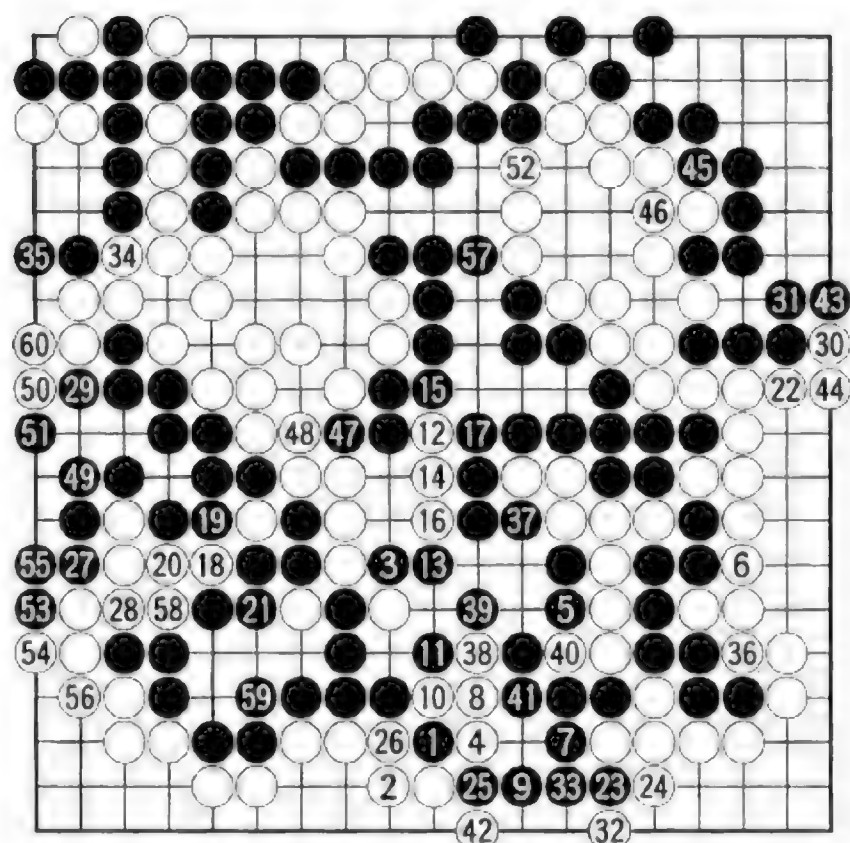


Figure 6 (201 – 260)

The exchange of 37 for 38 is about equal; the important point is that White saves a move (White 'd'), so he gains. The game is now even.

Figure 5 (151 – 200)

White 100 is the losing move. If White played at 'a', he would probably win by half a point.

Figure 6 (201 – 260)

Black 3. The winning move.

Kato fell behind badly in the opening of this game (specifically, with moves 24 and 44), but Otake helped him to catch up by being over-aggressive. He was a little lucky to take the lead again in the endgame.

Black wins by $\frac{1}{2}$ point.

Game Four

White: Otake Hideo

Black: Kato Masao

Played on 15 August 1984 at the Nihon Ki-in.

Commentary by Otake.

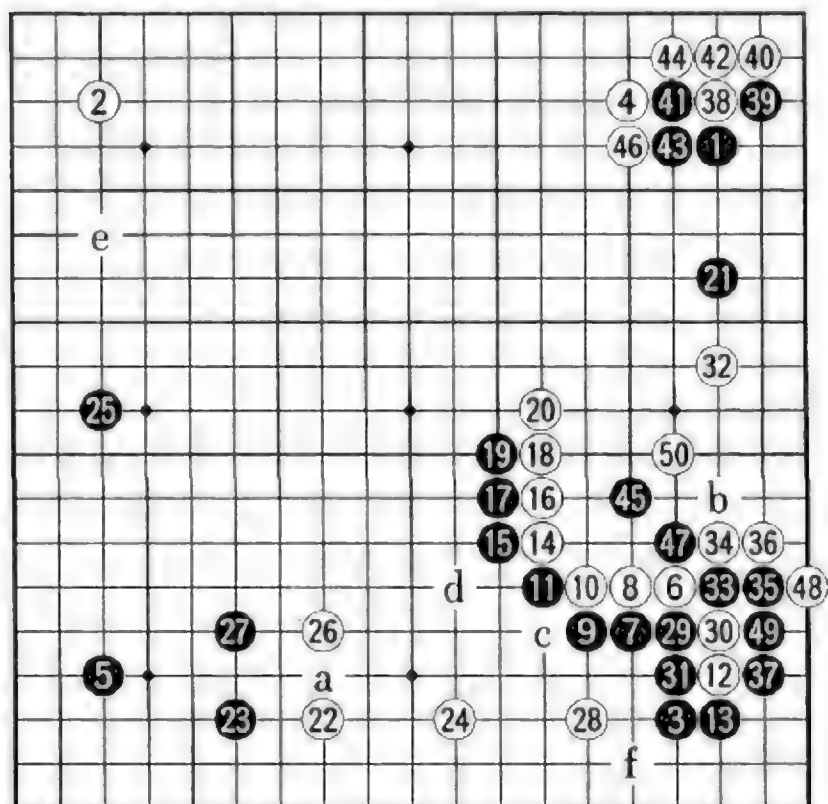


Figure 1 (1 - 50)

Figure 1 (1 - 50)

White 6, Black 7. An interesting start to a very interesting game. Otake said he tried 6 because he was impressed when Takagi used it against him in the Meijin league. Kato replied with the kind of forceful strategy associated with his name, especially the two-step hane of 11 and 15.

Black 21. Black could also play at 'a', letting White pincer at 21.

White 32. Better after all to save the two stones with White 'b'. If then Black 'c', White could peep at 'd', then switch to 'e' (or 'f').

Black 45 is aggressive. White's tenuki with 46 leads to a startling furikawari. Connecting at 47 with 46 feels heavy, but actually it's probably best.

Figure 2 (51 - 100)

Kato fails to extract the full price for the group he gave up. When he tenukies with 59, White rescues some of his stones in sente. The exchange would have been even if Kato had blocked at 72 with 59 (Otake would probably have had to defend his cutting point to the left of 56).

Kato: 'The squeeze gave me a bad game.'

Black 73. The last move before lunch — fast progress even for a one-day game. Kato had used 1 hour 45 minutes, Otake a mere 28 minutes.

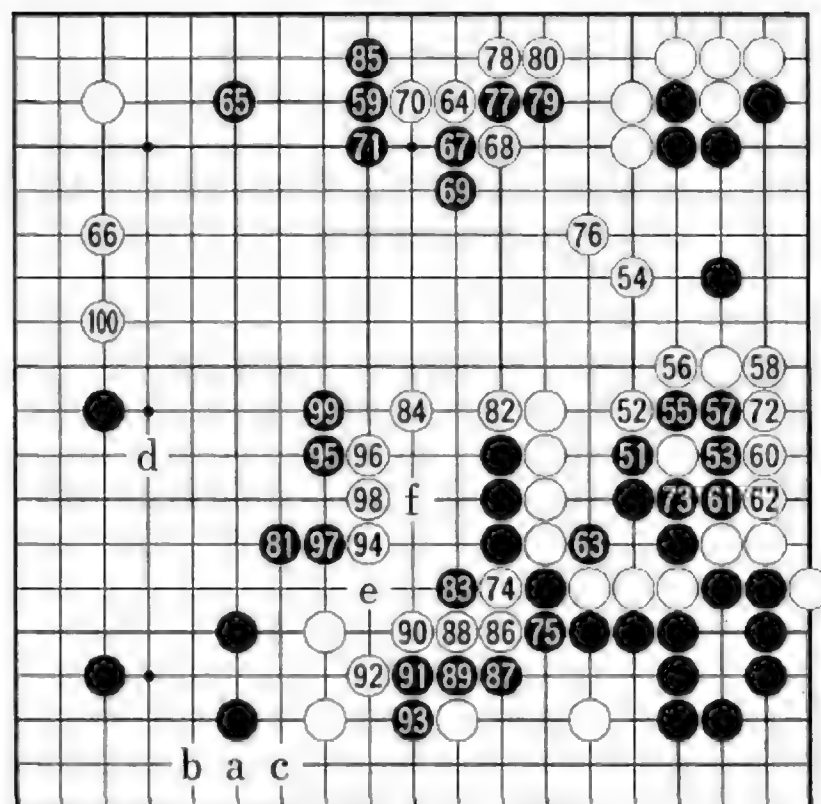
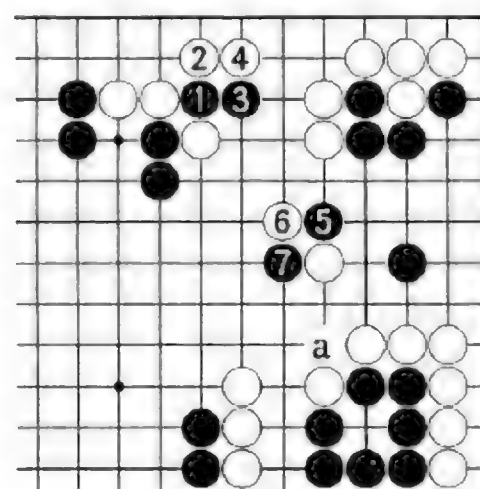


Figure 2 (51 - 100)



Dia. 1

White 76 may seem very cautious, but Black has the aji shown in Dia. 1. First he cuts at 1, then he makes the crosscut of 5 and 7. With the aji of 'a' as well, he has to get something.

Black 77. Black is concerned with the threat of a white move below 70 but does not want to spend a move defending directly. This gives Black a good follow-up at 85.

White 82 and 84 continue the emphasis on thickness shown with 76.

White 86. A mistake that cancels out Kato's mistake with 59 (Otake spent only three minutes on 86). The sequence to 94 makes the game even again. For 86, White should have attached at 'a' (Black 'b', White 'c' follow). Alternatively, erasing Black's moyo with 86 at 'd' would also be good. However, Black's result could have been improved a little. Kato regretted not playing 'e', forcing White to connect, before 93. A black stone at 'e' would be very useful. For a start, White would have to capture on a smaller scale, at 'f' instead of 94; later Black could play 94 in sente.

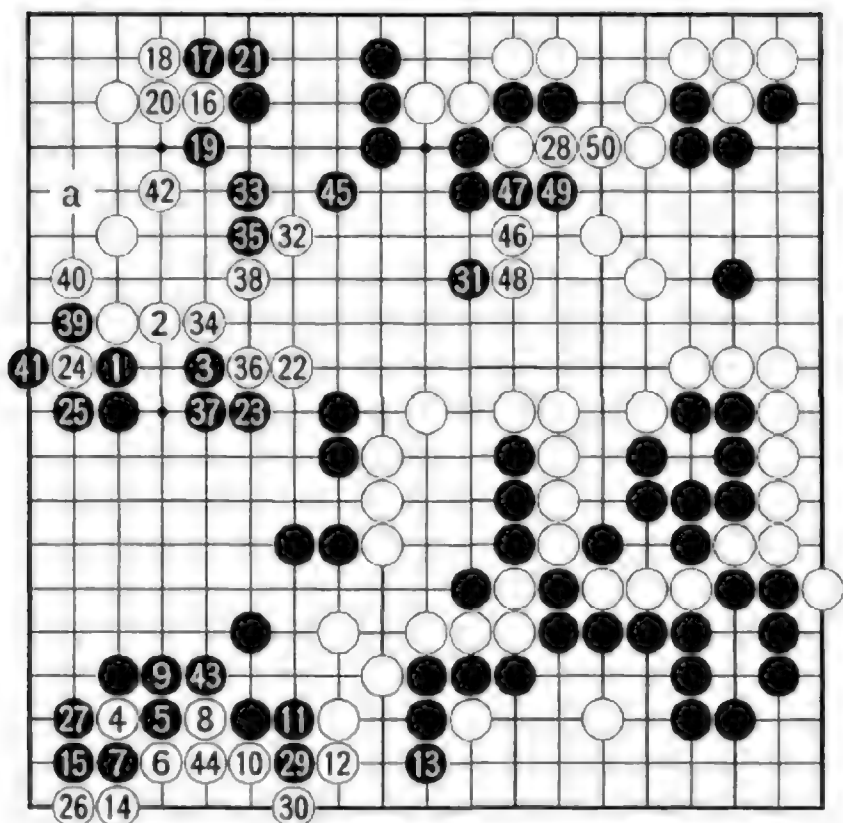


Figure 3 (101 - 150)

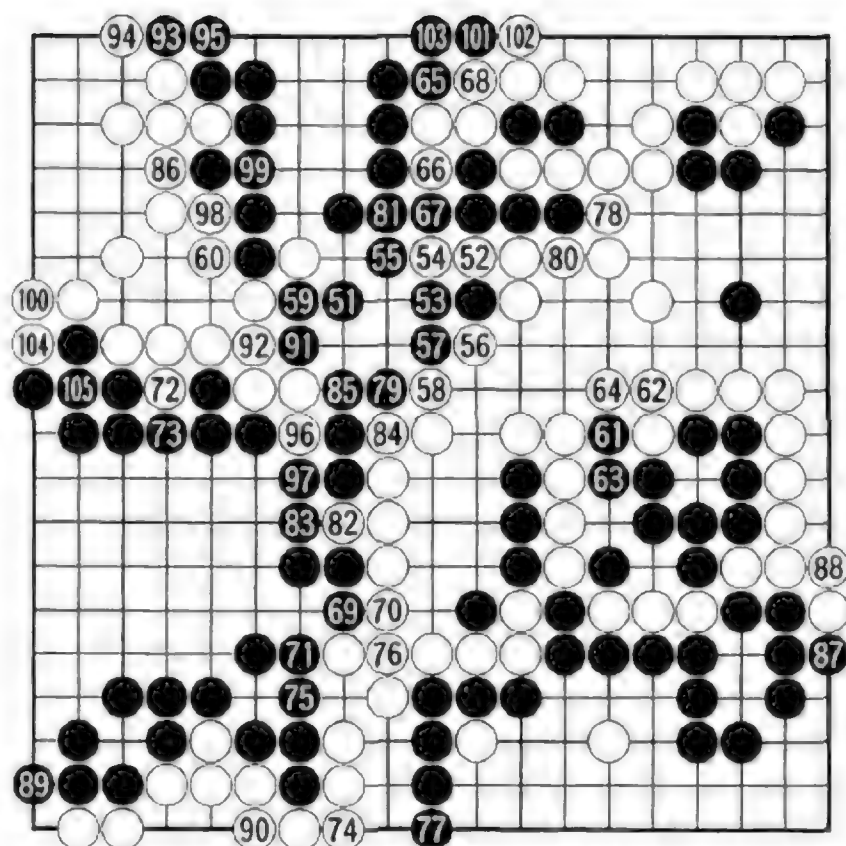
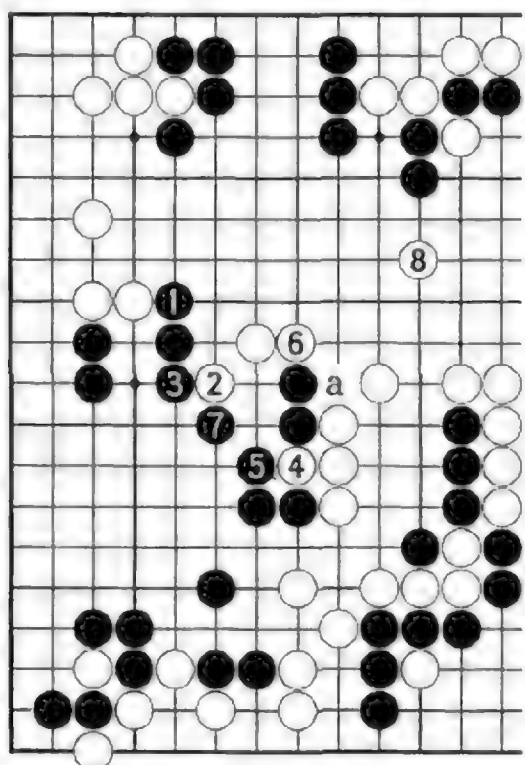


Figure 4 (151 - 205)



Dia. 2

Figure 3 (101 - 150)

Black 23 excited criticism from Takemiya and

Kobayashi Koichi: 'Can Black win by playing such a slack move?' They maintained that the vital point was 1 in Dia. 2 and Otake agreed.

Dia. 2. After 1, it's a difficult question whether or not White can play 2, but, assuming for the sake of argument that he can, Black 3 to 7 would follow. White 'a' is sente, so White can play 8 next. Still, Black's result is superior to that in the game.

White 42. With this move (which defends against Black 'a'), Otake was convinced that he had the game.

Figure 4 (151 - 205)

White 78 loses a point: it should be at 85.

White wins by $\frac{1}{2}$ point.

(Translated by John Power.)

32nd Oza Title

Kato made little headway in his challenge for Otake's Gosei title, but he met with more success in defending his Oza title. He was faced with an opponent 11 years his junior in Yamashiro Hiroshi 8-dan, one of the leading players of the Central Japan (Nagoya) branch of the Nihon Ki-in. Yamashiro first attracted attention when he won a place in the 1978 Meijin league at the age of 20, a record broken only last year by Yoda. The criteria for distinguishing a top-flight player are winning one of the seven open titles and playing in the Meijin and Honinbo leagues. On the latter

count, Yamashiro has done well, for he has since played in two more Meijin leagues and also in two Honinbo leagues, but this was his first challenge for a title. He seemed to be in superb form, for he defeated Rin Honinbo in the quarter-final and Cho Kisei in the final, but when he got to the title series itself, he met his match in Kato.

Incidentally, the Oza title changed from a best-of-three to a best-of-five in 1984, and the prize money was increased to ¥6,000,000. (2nd prize is ¥1,200,000; match fees are ¥1,800,000 for the title holder and ¥1,200,000 for the challenger.)

Game One

White: Kato Masao, Oza

Black: Yamashiro Hiroshi 8-dan

Played on 21 September 1984 at the Fukudaya Inn in Yotsuya, Tokyo. *Commentary by Kudo Norio 9-dan.*

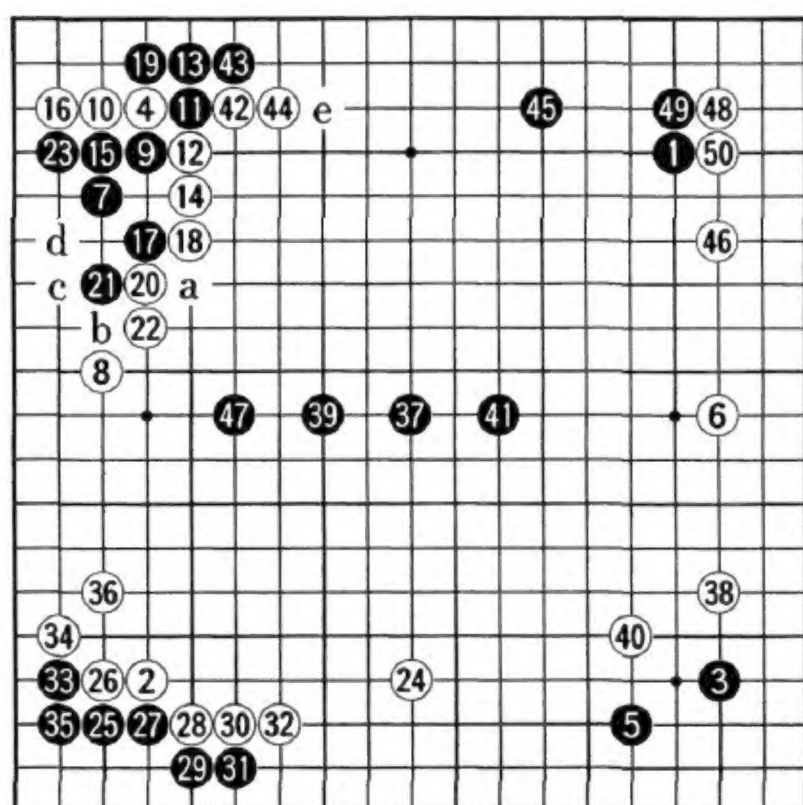


Figure 1 (1 - 50)

Figure 1 (1 - 50)

Black 17. Another unusual move in this joseki to add to the one on page 57.

Black 19. If at 22, then after White 'a' and Black 'b', White hanes at 42 in sente and gets too much outside thickness.

The result to 23 has to be compared to the usual joseki in Dia. 1 on page 56. Here White seems to get greater thickness and he can also aim at attacking at 'c' or 'd'.

Black 25 is a resolute move: an approach move at 30 would be more usual. Black's strategy is to limit the potential of White's moyo by playing at 37 later. Sure enough, after 37 White feels no inclination to try to wall off his moyo.

Black 41 takes things too far. Going for territory with Black 'e' would be more consistent with Black's strategy so far. Letting White attack the centre stones would actually help Black simplify the game.

Black 47. Black may be having fun, but really he should secure his fourth corner with Black 50.

Figure 2 (51 - 100)

Black 53. Otake is said to have frowned on seeing this move. White 54 not only makes White thick but also gives him enough territory on the

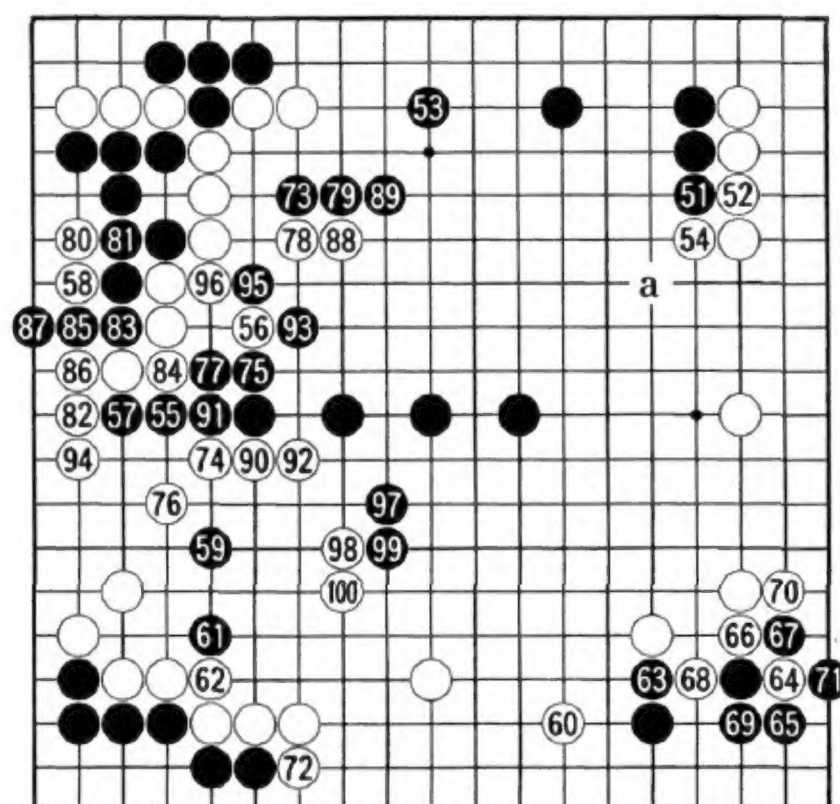
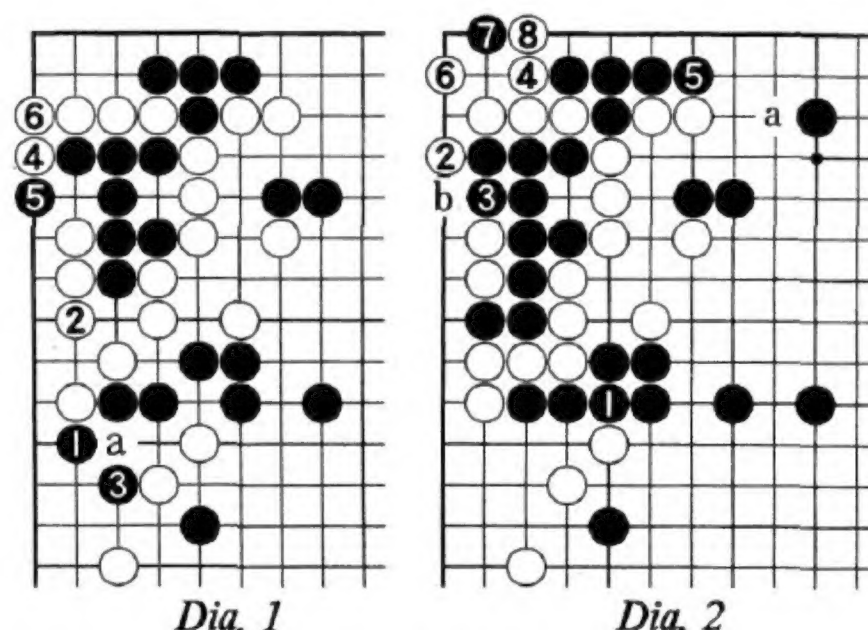


Figure 2 (51 - 100)



Dia. 1

Dia. 2

right side to match Black's three corners. Black 53 should be at 'a'.

White 60 makes up for the territory White lost on the left side.

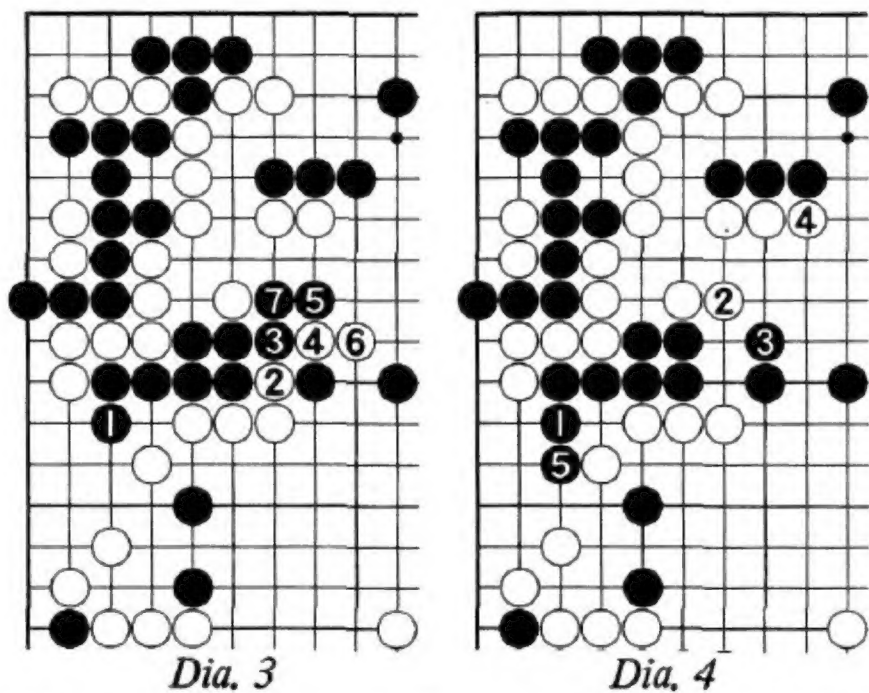
Black 73. Attacking this group is Black's last hope.

Black 83. If at 1 in Dia. 1, White 2 makes miai of 'a' and 4 and 6 in the corner. Black 83 to 87 are forced.

Black 87. If at 1 in Dia. 2. White gets an approach-move ko. He might also complicate things by playing 4 at 'a'. Note that if Black plays 3 at 'b', White 6 then makes it a direct ko.

White 90. Not at 91, as White does not want to permit Black 90. If Black plays 91 at 92, White will cut at 91.

Black 93. Black misses his last chance to make a game of it. White 94 takes the pressure off White, so Black should turn at 1 in Dia. 3 (next page). White's strongest counter is cutting with 2 and 4, but Black 5 and 7 easily cope with that. Therefore,



White will play 2 in Dia. 4, but then Black 5 prevents White from linking up, so Black will be able to continue his attack.

White 98 and 100 put White ahead in territory. Black can cut at 1 in Figure 3, but White 2 maintains White's connection in sente.

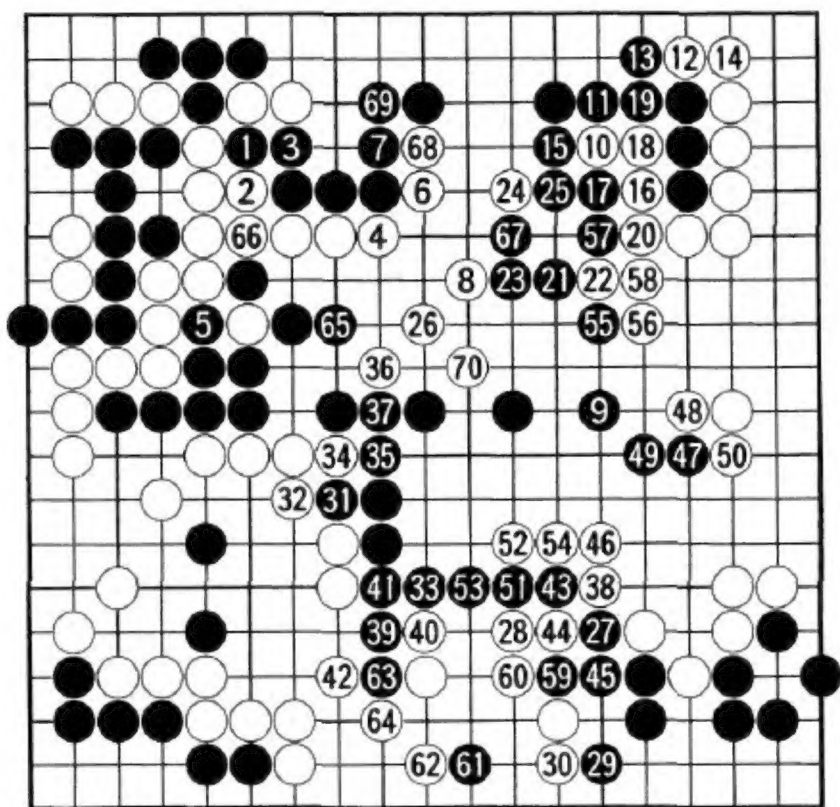


Figure 3 (101 - 170)

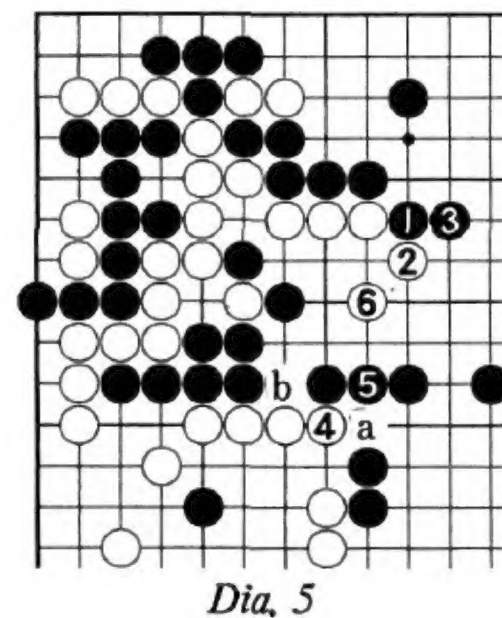
Figure 3 (101 - 170)

Black 5. If at 1 in Dia. 5, his centre position becomes fragile after White 4. If Black 5 at 'a', White 'b' captures six stones. All the same, Black's game is hopeless after White 6.

Black 27. Playing Black 39 would gain nothing: White 40, Black 41, White 42.

Figure 4 (171 - 248)

Yamashiro lost this game because of his inconsistent strategy in the opening and because of his missed opportunity with 93 in Figure 2. Kudo



Dia. 5

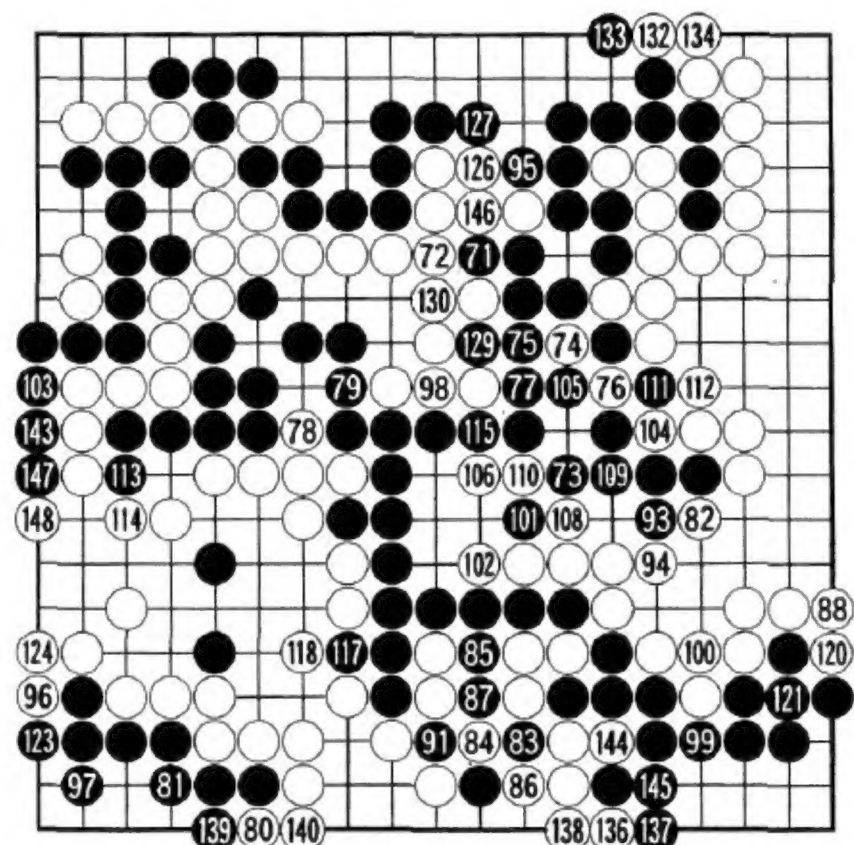


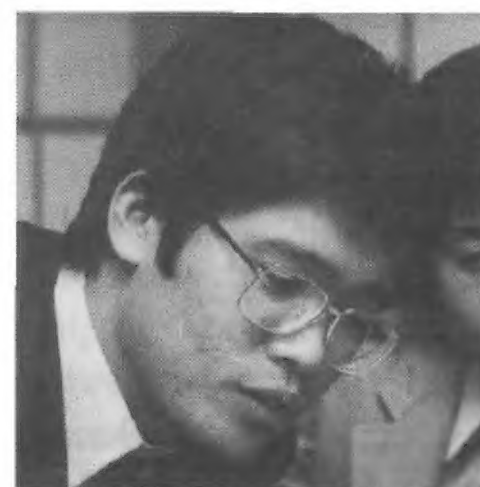
Figure 4 (171 - 248)

89: at 83; 90: recaptures; 92: recaptures; 107: ko (right of 74); ko (at 76): 116, 119, 122, 125, 128, 131; 135: connects (at 76); 141: right of 85; 142: connects

commented that Yamashiro seemed to be a little nervous in what was his first title game.

White wins by $7\frac{1}{2}$ points.

('Kido', Nov. 1984. Translated by John Power.)



A bad start for Yamashiro

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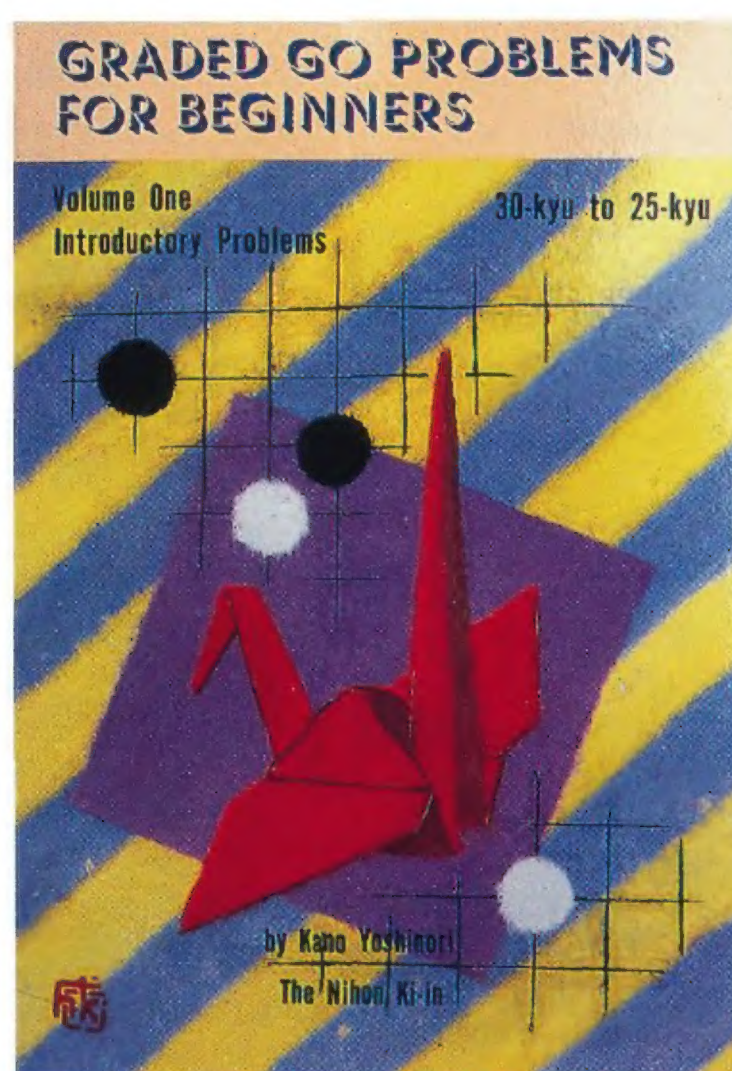
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